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VOLUME 1 • ISSUE 3

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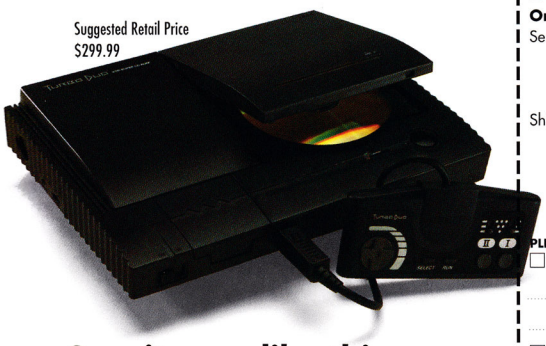

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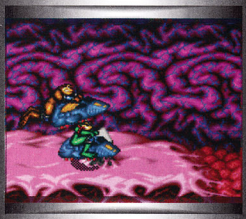

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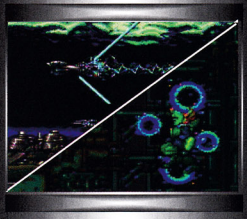
All Art By:
Terry Wolfinger
(A man who literally has skeletons in his closet)



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THE EDITORIAL ZONE

EDITOR'S ANTHEM

This is an especially exciting month as the 1993 Winter CES approaches. As game players we may look at the CES differently than other publications, not as a business feast, but as a celebration of new games, the people who program them, and the companies who release them. After all, that's what all of this is about, isn't it? I know that's why I'm here writing this and you're there reading it, because in the long run you and I want the same thing: New and better video games with each passing year. This will be my fifth CES. At the first one I marveled at games like Sonic 1 and Alien Storm, Nintendo was still on 8 bit, and the Neo Geo and Lynx were still new systems. Now just two and a half years later I'm looking for CD games from Sega that tell a story or scale and rotate, SNES games with the SFX chip that scale huge polygons at will, Neo Geo games over 100 meg, 3DO games that mimic real life, and I'm still waiting for the amazing little Lynx to find its legs (games like Dracula and Pit Fighter are sure to help).

Now that I'm a magazine editor, one of my jobs this year will be to wade through the sea of games, emerging with the best ones, so that we can play them, review them, and ultimately help you make all the right moves when you're staring at that vast wall of nicely air brushed video game cartons. Let me just tell you this, I feel lucky to play that role and take this job very seriously, so when you open up this mag every month I can guarantee you one thing, and that's an honest review from a real game player who knows you may make your decision based on his words.

That we deliver!

THE GAME FAN REVIEW STAFF

E. STORM
SPECIALTY: ACTION PLATFORM AND RPG's.
ALSO LIKES: SHOOTERS, IMPORT RPG'S, AND SIDE SCROLL ACTION.
DISLIKES: SPORTS AND PUZZLE GAMES.
FAVORITE SYSTEMS: GENESIS, SEGA-CD.

BUD D.
SPECIALTY: SIDE SCROLL ACTION GAMES.
ALSO LIKES: DRIVING, SHOOTING,AND FIGHTING GAMES
DISLIKES: SPORTS AND ROLL PLAYING GAMES.
FAVORITE SYSTEM: GENESIS

AUTO
SPECIALTY: ACTION PLATFORM GAMES.
ALSO LIKES: FIGHTING, STRATEGY, AND SIMULATIONS.
DISLIKES: SPORTS, SHOOTERS AND DRIVING GAMES.
FAVORITE SYSTEM: GENESIS

BIG J & TALKO
SPECIALTY: SPORTS GAMES.
ALSO LIKES: ACTION, DRIVING, AND LYNX GAMES.
DISLIKES: SHOOTERS AND RPG's.
FAVORITE SYSTEM: SUPER NINTENDO

99
SPECIALTY: SIDE SCROLL ACTION.
ALSO LIKES: FIGHTING, SHOOTERS, AND PUZZLES.
DISLIKES: STRATEGYS AND SIMULATIONS.
FAVORITE SYSTEM: CLASSIFIED

YOSHI
SPECIALTY: FIGHTING GAMES.
ALSO LIKES: ACTION, SHOOTERS, AND RPG's.
DISLIKES: EVERYTHING ELSE.
FAVORITE SYSTEM: SUPER NINTENDO

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Welcome to Game Fan's TOP TEN and MOST WANTED section. Here are the results based on your cards and letters.... Keep them coming, because each time you write in (see instructions below) your name will go into a monthly drawing to win one of the goodies on the bottom of the page. So make your picks and send 'em in!

TOP TEN

1. Sonic 2 (GEN)
2. Street Fighter II (SNES)
3. Final Fantasy II (SNES)
4. Mario Kart (SNES)
5. World Heroes (NEO)
6. NHLPA Hockey (SNES)
7. Wonderdog (SEGA CD)
8. Zelda (SNES)
9. T.M.N.T. 4 (SNES)
10. Cobra Command (Sega CD)

MOST WANTED

1. Sonic CD (SEGA CD)
2. Streets of Rage 2 (GEN)
3. Final Fight CD (SEGA CD)
4. Sunset Riders (GEN)
5. Phantasy Star IV (GEO)
6. Time Gal (SEGA CD)
7. Batman Returns (SEGA CD)
8. Dragon Warrior V (SNES)
9. Road Rash II (GEN)
10. Ziria II (SUPER CD)

First Prize: Your choice of a core SNES, GENESIS, or LYNX!!!!! (Cool ha?)
Second Prize: Your choice of Skid, Brody, Tom Slick, or The Enquirer's pick of the month.
Third Prize: A *FREE* year of Game Fan!

Congratulations to the following winners of last month's contest:
First Prize: Michael Yap of Costa Mesa, CA • Second Prize: Bill Suarez of Lothrop, CA
Third Prize: Brad Thrun of Winneconne, WI

All you have to do to enter the drawing is fill out the readers survey/ TOP TEN card on page 82 and include a list of your top 10 favorite games and the 10 games you want the most then send them to:

GAME FAN TOP TEN 18653 Ventura Blvd., Suite 640, Tarzana, CA 91356.

Drawing is limited to One (1) entry per person per month (Now say that 3 times really *FAST*?). Hope to hear from you soon. Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.

HOCUS POCUS

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SONIC 2

Here's how to become SUPER SONIC:

First: get all the chaos emeralds then collect 50 rings and the next time sonic leaps into the air, he till transform into the wild animal Super Sonic!

Super Monaco GP II (Mega Drive)

To make a UFO or Dinosaur appear on the screen: You need to win a super license by qualifying 3 courses in Senna mode. Then, choose senna mode again. During the Championship race and either a Dinosaur or a UFO will fly (or swim) across the screen.

Atomic Runner (GENESIS)

Level skip:

Plug in the second controller and hold "down", C, and START at the same time, then turn on the power. Wait until the Data East logo fades out and release at the title screen. Then start the game, press START on the second controller at any time to skip levels.

Battle Blaze (Super Famicom)

Special Option Screen: At the title screen (when it says PUSH START) press SELECT+START at the same time. This will put you in the option screen. Then (at the option screen) while holding the R button, press Up & X, Right & A, D & B, Left & Y in order. This will allow you to pick any character (including bosses), background, or music combination that you want..

Ramna 1/2 (Super CD)

Same character vs same character: At character select screen in vs. mode, set the cursor on the same character while holding the select button and you will be able to play any character.

Visual debug mode: At the password screen set the pictures all to 1 (as shown in picture) then press "down" & "select" and the "I" button at the same time, and you will be transferred to the level select screen.

BY MORREY

©

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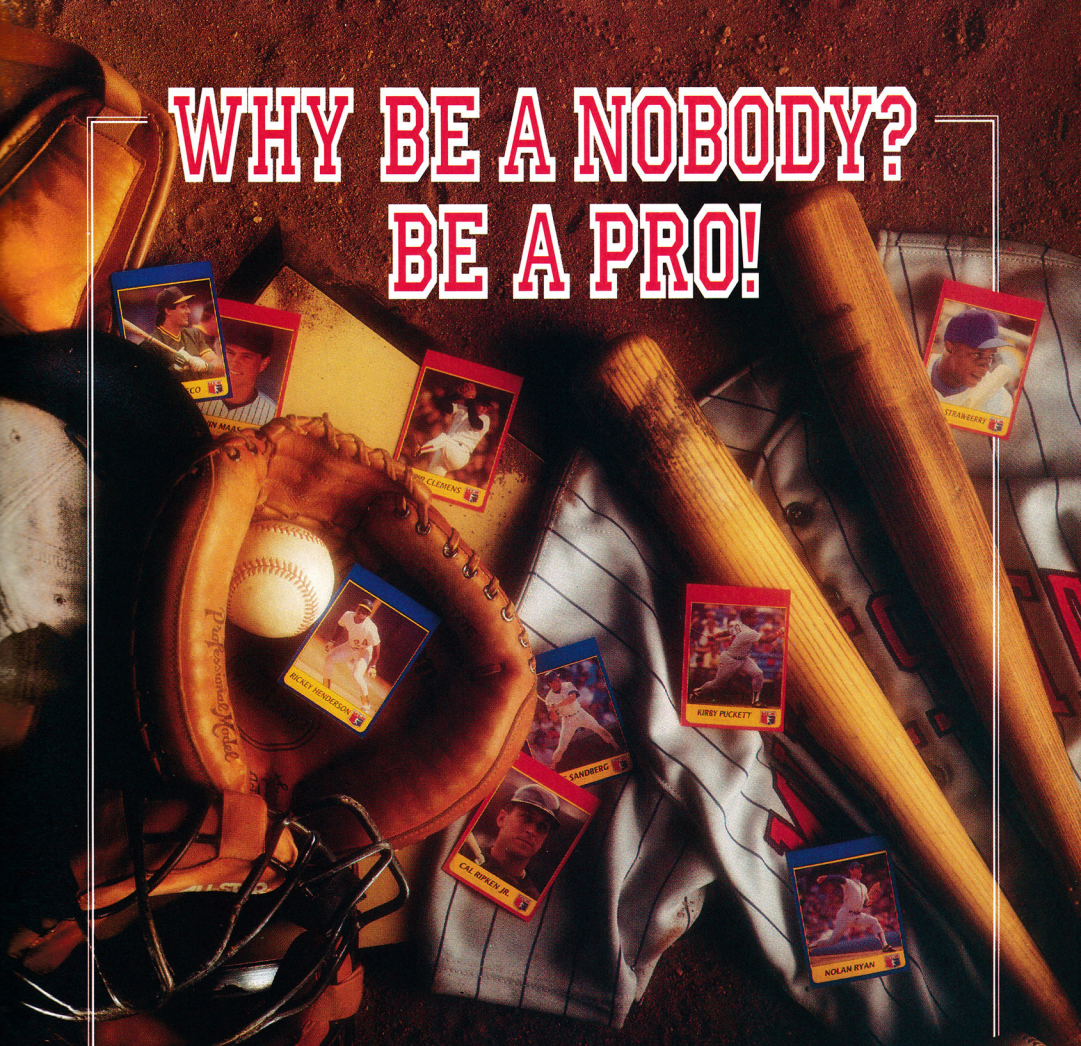

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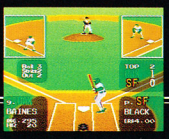

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VIEWPOINT

HONESTY IS OUR ONLY EXCUSE

Well, here it is, our new expanded Viewpoint. We found two more game players as good as Skid and Brody, and signed 'em up to give you more varied outlook. Remember, these guys play games every day, all day. So you can trust Game Fan for honest reviews (all games are rated in comparison to other games on that system of the same type. It's about time somebody did it right!

Nintendo

Sega

Turbo

Neo Geo

SKID'S PICK	BRODY'S PICK	TOM SLICK'S PICK	THE ENQUIRER'S PICK
Even up against the likes of Street of Rage 2 and Road Blasters, Shinobi 2 just gets my adrenaline going. I'll play it all year!	Sega had a seriously strong showing of titles, and the choice was extremely tough. After hours of play, and careful thought, Streets of Rage 2 is it!	With so many to choose from, one stuck in my mind as being above the rest in every way. Streets of Rage 2 is an instant classic. Good job Sega!	Being a fighting game fanatic, Streets of Rage 2 is my pick of the month. Graphics, music, and everything else make this game the uncontested winner!

WORLD OF ILLUSION - SEGA - 8 MEG - 2 PLAYER - SEE REVIEW PG. 16 BY BUD D.

World of Illusion is sure to go down in history as one of the best cartridge games of all time, and certainly one of the best two player games ever made. World of Illusion gives you three games in one, all of which mirror the magic of Disney all the way!

Sega has recaptured that Disney magic once again with World of Illusion. What more could you ask for than Mickey and Donald together in one game? Everything from the graphics and sound to the playability and control are near perfect, and it's really three games, one for each character. Give me more like this one

The same team that brought you the magic of Castle of Illusion and Quackshot are back with World of Illusion. Playing the game is like being at Disneyland with authentic sights and sounds. The game holds 3 different adventures, and the two player interaction with Mickey and Donald is incredible. Near perfection!

World of Illusion is by far the best cartoon game I've seen on any system so far. The control is great, making you feel like you are really in control of Mickey or Donald, and the two player mode is perfect. The graphics and sound are true to the Disney cartoon, you feel like your playing a cartoon instead of a game!

STREETS OF RAGE 2 - SEGA - 16 MEG - 2 PLAYER - SEE REVIEW PG. 18 BY E. STORM

Only Batman Returns by Konami remains to try and knock Streets of Rage 2 off the top of the side scroll fighting game category. All others pale in comparison. Graphics, moves, music, and game play, SOR2 is the best fighting game I've played so far in my illustrious career.

Sega's first 16 meg entry takes side scrolling beat 'em ups to a new level. This game is intense. SOR2 is a non-stop flurry of firing fists and special moves which picks up where the original left out. Nothing was left out. There are two extra characters to choose from, plus all the Yuzo music you could ask for. Neat-O!

SOR2 shows what the power of 16 megs can do on the Genesis. This long awaited sequel is the best side scroll fighter I've ever played, with huge characters, hard hitting sound effects, sharp graphics, and music only Yuzo can deliver. Two new characters join the fight for the best fighting sequel of '92.

Let me just say, SOR2 is the perfect fighting game. Everything from the original has been souped up, graphics, sound, number of stages, and moves, and the music is just what you'd expect from Yuzo ... Excellent! The addition of one-on-one fighting is great also. This game is just too good, all I want now is SOR3 on CD!

CRÜE BALL - E.A - 4 MEG - 1-4 PLAYERS - SEE REVIEW PG. 19 BY TALKO

Uhhh ... excuse me, but where's the Crüe dudes? I only heard three tunes, and it wasn't exactly pumpin' metal. Other than that you've got an okay pinball game with good graphics, but not enough backgrounds and characters. The coolest part is the headbanger in the easy chair. Give me an action game with him in it!

A pinball game has to have something really incredible to hold my attention. When I heard E.A. was bringing out Crüe ball, I thought cool! A little headbangin' ball flippin' action! ... guess again ... it's an average game of pinball with not enough variety, and Crüe toons that would have been better served on CD.

Maybe it's just me, but I couldn't recognize the Crüe music or much pinball factor in this game. With E.A.'s reputation of great sports games, pinball shouldn't be too hard. The ball movement is glitchy, and the sound effects give you a headache. Maybe this is why the Crüe broke up?

Crüe ball is the most awesome, most intense pinball game I have ever seen ... NOT! This game is just pure boredom, especially when they say Motley Crüe music is in the game. Maybe they mean you're supposed to go buy the CD and play it while you're playing the game. If you want pinball, go to the arcade.

TURBO ESPIRIT CHALLENGE - E.A.- 8 MEG - 2 PLAYERS - SEE REVIEW PG. 19 BY TALKO

After playing Road Rash II, it's hard to review a driving game. While not bad at all, it just doesn't come close to E.A.'s king of racers, but it's pretty smooth and has some nice fog effects. Definitely an above average driver.

E.A. has done an adequate job with Turbo Espirit. The split screen two player competition is nice, as are some of the graphic effects such as smooth scaling and the fog and snow levels. But as a whole, there isn't much to it. If you're going to pick one driving game this year, go for Road Rash II.

Another E.A. game that fails to match others of its kind. Three frames of animation on a car can't give you the feel of hangin' a tight corner. The split screen tests your driving skills against a friend, but if you can't make the checkpoint, you have to wait for the other player to finish. From Road Rash to this?

Turbo Espirit is an incredible racing game rivaling the best arcade games like Rad Mobile and Virtual Racing ... NOT! But seriously, this is a good racing game with a very good two player mode and tons of stages. Not as good as RR2 but it's still good fun.

REVENGE OF SHINOBI 2 - SEGA - 8 MEG - 1 PLAYER - SEE REVIEW PG. 20 BY E. STORM

The magic is back. The new Shinobi is even better than the first, if you can believe it, with great new backgrounds and bosses, and a whole new set of moves. The graphics push the limit of the system all the way. The attention to detail is amazing, and the game plays like a dream. Shinobi's back!

This seems to be Sega's season for sequels that out do their originals, and Shinobi 2 is no exception. This game has all of the playability of the original, plus a cool set of new moves. The graphics are sharp and detailed, and the animation is flawless. This game must be played, oh yes it must.

'Tis the season for Sega sequels. Too bad you're going to have to wait for this one. Revenge of Shinobi 2 has everything the original had, with new moves including a ninja splitting sword attack, crisp graphics, nice scrolls and awesome animation. Instant classic.

Here's a game that blows away its predecessors in every way. The real sequel to Revenge of Shinobi is amazing, with better graphics that will truly amaze you to music that almost rivals Yuzo's, and the control is great. If action games are your thang, Shinobi is the best of the best on Sega.

SEWER SHARK - SEGA - SEGA CD - 1 PLAYER - SEE REVIEW PG. 22 BY E. STORM

Sewer Shark has great full motion video and a great on screen narrated story, it's an impressive and fun game on a great new format. As a full motion shooter it doesn't quite reach the intensity of Cobra Command, but for a well rounded game that yells back at you, it's the best. Great ending too. (Cartridge music?!?)

Sony is on the cutting edge once again. Sewer Shark is impressive, especially with this being one of the first titles for the CD-ROM. The level of interaction is exceptional, as you're constantly being told where to turn while blasting mutated sewer vermin, and the full motion video is smooth. Bad music, why not CD?

Although full motion video has been used before, it's never gone non-stop like Sewer Shark. This game uses the potential of Sega CD with smooth, clear video, and lots of interaction. As a shooter, the game isn't that impressive because nothing shoots at you. As a movie game, it's got to be the best in fun and playability.

Sewer Shark is on the leading edge of full motion technology. My only complaint is once I beat it, I didn't want to go through it again and again, because trying so many times to solve it, I had gotten my fill of Sewer Shark. As an interactive full motion game, SS is impressive, but falls short as a shooter.

BLACK HOLE ASSAULT - BIGNET - SEGA CD - 1-10 PLAYERS - SEE REVIEW PG. 23 BY E. STORM

As one of the few people who liked Heavy Nova (on CD that is), you pretty much know I'm going to like Black Hole Assault. (I really like Robots) Although simpler in mechanics than the likes of SF2, the character art and awesome backgrounds make it a great game. The only drawbacks are the intermissions ... stiff and corny.

After Heavy Nova, I was a little skeptical of how Black Hole Assault would turn out, but I believe that Bignet has ironed out the problems and released a much better game. Responsive control, better options, faster game play, long intermissions between levels, plus great music add up to a great game for your CD-ROM!

The sequel to the slow and uncontrollable Heavy Nova, BHA, is everything the first one wasn't. The C.A.M.'s are fast, responsive, and control perfectly. The music is dramatic with nice planetary backgrounds. Take away the music and intermissions and you're left with a cartridge game.

BHA for the Sega CD is such an improvement over Heavy Nova, now with more color, better music, better control, and no more boring side scrolling action scenes. It's just one-on-one fighting the way it should have been in the first place. For one-on-one Robot fighting, it fits the bill!

NIGHT TRAP - SEGA - 1 PLAYER - SEE REVIEW PG. 24 BY AUTO

With the new CD format comes full motion video games. Night Trap is the first, more will come. I think a lot of people will enjoy these games, but personally, I either watch TV or play a game, the combination of the two bores me. I think Mom & Dad might like this game, but I'll pass. Nice full motion though!

If I want to watch a movie, I'll go to Blockbuster. Although what it does it does well, there's just not much to it in terms of game play. The plus is that it has near TV quality full motion video. The minus is that it's just plain boring.

Dana Plato as a leading role should already hint to you ... bomb. Movies are meant to be watched, and my idea of game play isn't moving a curser back and forth. The interaction is a neat idea, too bad it just gets boring with this game.

I thought this game would be fun, and personally, I think Night Trap has incredible full motion video, but without a "Save" feature, this game gets really repetitive. You have to memorize the whole game as you play, each time to get anywhere. It's fun to watch but not to play.

CHAKAN - SEGA - 1 PLAYER - 8 MEG - SEE REVIEW PG. 25 BY E. STORM

Please do not judge this game until you get to the elemental stages. If other Mag's bag on Chakan, it's because they couldn't get there. Although average at first, Chakan gets awesome as you progress, and has the surprise ending I've been waiting for. Can't wait for the CD sequel.

Chakan has to have one of the coolest story lines ever, and is completely unique in every way. It seems that Sega is really trying to make new and interesting games that break away from the norm, and they have succeeded. Chakan is long and challenging, and I like the evil graphics. Music could have been better.

Sega has another first in video game history. A game where the point is to die, and believe me, it's not as easy as it sounds. Fighting evil through 12 terrestrial levels, and 12 elemental levels, the game has a lot to offer. The graphics are a little grainy, but definitely give you a morbid feel. Music needs help though.

Chakan has a very redeeming quality not found in many other Sega games, the fact that once you think you've beaten it, you have a whole new set of even better levels to explore. The music is not great, but the story and game play make it really stand out. All I want now is the CD version.

ROAD BLASTERS - RENOVATION - 1 PLAYER - SEGA CD - SEE REVIEW PG. 26 BY E. STORM

I wish I could really drive like that. I haven't had so much fun in a car since I stole my Dad's back in high school. It's a wild motion ride and it's legal! Even though I got through it quickly, I'll play every day ... stunning!

I've said it once and I'll say it again. These are my type of games. I loved Time Gal and Thunderstorm, and Road Blaster is the best adding even more interaction. This is a non-stop roller coaster ride that keeps you on the edge of your seat, and the animation and graphics are awesome. Renovation/Wolfteam ... incredible!

Just like real life, you get to run rival cars off the road through downtown cities, drive up the stairs of a hotel lobby, and get chased by a field cropper with no cops for miles. This game defines action with non-stop control of the vehicle, bright colors, smooth animation, and almost full screen full motion. Masterful!

I thought Cobra Command was good, but Road Blaster blows it away. The full motion is the best I've seen. What I liked about Road Blasters was the adrenaline rush I got from playing. Too bad this is Renovation/Wolfteam's last LD translation, I would really love a sequel.

NOBUNAGA - COMPILE - MEGA CD - 1 PLAYER - SEE REVIEW PG. 28 BY E. STORM

Compile does it again. This game HAS to come out on Sega CD. The power of the CD comes through with hardware scaling, great sound effects, a kickin' soundtrack, and whoa is it long! Nobunaga is one of the best shooters this year, and guess what? The sequel is already in the works. What a first effort.

Pump up the volume and strap yourself in because this shooter gives you the ride of your life. Nobunaga is non-stop excitement and one of the best shooters of the year. What a way to follow up Musha Alleste, and finally a game that makes use of the Mega CD's scaling abilities. Great game.

Turn up the music and get your trigger finger ready. This fast action shooter doesn't let you breath for a minute, with non-stop bullet dodging, no flicker or slow-down, with hardware scaling, and awesome animation. One of the year's top shooters.

Nobunaga & His Ninja Force is everything I expected from the Mega CD. The graphics are CD all the way from awesome animation to some of the best Techno music I've ever heard. Also, no slow down can be found here even with a whole screen full of objects. This game is just a taste of what to expect from Compile in '93.

LAND STALKER - SEGA/CLIMAX - 16 MEG - 1 PLAYER - SEE REVIEW PG. 28 BY E. STORM

Climax brings the best action and role playing together, creating the perfect action/RPG. You remain glued to this game from the moment you turn it on. Comparing it to other action/RPGs on cartridge, I have to give it a perfect 100%! I don't think anything on cartridge will ever come close.

The perfect action/RPG has been made. Landstalker is a 16 meg masterpiece filled with hours of mind bending labyrinths and sword slashing action. The masters at Climax have out done themselves and surpassed even the mighty Zelda. I can't imagine a cartridge going further than this!

Climax gets a standing ovation for this playable masterpiece. This 16 meg heavy weight boggles your brain with complex dungeons, vast lands, and many towns, beautiful graphics, rugged sound effects, and attention to animation. Don't just read about it, experience the adventure for yourself.

Climax really shows what the Mega Drive can do with 16 meg. First off, Landstalker is the best action/RPG game since Y's 1&2. The graphics are beautiful, along with the best story since Final Fantasy 2. The music is also superb. I never thought an action/RPG could be done so well, but Climax proves it.

SUPER LEAGUE CD - SEGA JAPAN - MEGA CD - 2 PLAYER - SEE REVIEW PG. 32 BY TALKO

Someone get me a pillow, I think I'm going to sleep. Besides the scaling intro, nothing here says CD. I mean it's a good game of baseball, but this is CD! I want scaling man! I think I'll go rake the leaves, maybe something exciting will happen.

True baseball fans will probably like Super League CD. It does have some redeeming features like saveable stats and an array of stadiums to choose from, but now that the Mega CD has been out for a year in Japan, how 'bout some scaling or voice?! Could have been done on cartridge.

Finally a sports game on CD. Too bad it could have been done on cartridge. Little scaling, and hardly any voice. Luckily the game play is good enough to keep you interested. Sports fans will like the progressive stats, and variety of stadiums to choose from. It would've made an average cart, but falls short on CD.

I've played way too many baseball games lately, and being that this is on CD, it would have to really impress me to hold my interest. Unfortunately, the CD hardware is hardly used. After a 1 year dry spell, I think Sega of Japan could've done a lot better. Maybe Sega of America will answer with a true CD BB game.

WHIRLO - NAMCO JAPAN - 8 MEG - 1 PLAYER - SEE REVIEW PG. 36 BY AUTO

Namco decided not to bring Whirlo out in the U.S. Namco is a smart company, it's not that Whirlo is such a bad game, it's that there's no way American gamers would ever accept a little green booger man as the lead in an action game. Not only that, it's way too hard to control. If you like obscure games, check it out.

Whirlo is a good attempt at mixing action platform and role playing in one game, but tends to be too difficult, which lessens the fun of playing. Plus the fact is, the character's a green jelly blob, and is way goofy. Its good points are: Colorful graphics, likeable music, and a password feature. An average game from Japan.

Whirlo is about as fun as a root canal. In fact, the dentist sounds better. In an attempt to be unique, Namco's imagination went a little overboard and they made a bizzare little green jello demon with equally bizzare controls. The game has a lot of variety, but drags on a bit too long for me., but I'm sure some will like it.

A year ago I probably would have liked this game, but with today's standards of video games, this game is not worth playing over some of the more well known games out for the SNES. Whirlo is a game for people who have fun out of games to play and have a lot of spare time on their hands.

CONGO'S CAPER - DATA EAST - 4 MEG - 1 PLAYER - SEE REVIEW PG. 37 BY K. LEE

Congo's Caper is a great game. The lead character is awesome, and the layout of the levels is great. The difficulty is just right, and the graphics are excellent. I can't believe it's only 4 meg. Great programming!

Usually, these types of action platform games are just clones of others in the same genre. Congo's Caper isn't, however. Besides looking similar to Data East's earlier entry, "Joe & Mac", this game is totally new and unique. Your character has a wide assortment of moves & the graphics are bright and colorful. Great game!

At first I thought, "Joe & Mac". Wrong! This game has bright, crisp graphics with awesome character control. This side scrolling action game breaks from the norm, and delivers a type of fun not found in other games of this kind.

Congo's Caper is a straight "Mario" style action platform game. The character reminds me of Joe & Mac, but he's faster and more animated. The stages are well designed, and one of the bosses is full screen, and the music has a real prehistoric feel. For a 4 megger, Congo's is a surprisingly good game.

DEATH VALLEY RALLY - SUNSOFT - 8 MEG - 1 PLAYER - SEE REVIEW PG. 38 BY 99

Someone get me out of this *S&%!S# maze! If you get fare enough, you'll know what I mean. Even though Death Valley Rally is hard, the graphics and sight gags keep you going, and the last bast makes it all worth while, the Road Runner floats a bit, but you'll get used to it, hang there and beat this one!

Who needs Saturday morning cartoons, when you can pop in a cartridge and play one complete with all the sight gags. This game is filled with some of the best graphics and multi-layered scrolls, plus all the sound effects you would expect, sampled right from the 'toons. Difficult control is my only complaint.

The idea of a Road Runner game is cool, and the folks at Sunsoft seem to be fans of the Warner Bros. classic, and it shows. The colors and graphics give you the feel of controlling a cartoon. With large levels, nice scrolls, and fast action, Death Valley Rally is a top notch action game.

DVR has amazing graphics and sound. It captures the feel of the cartoon, but there's bad news also. DVR is too repetitious. It make you want to incinerate the cartridge because after you spend big chunks of your life in a maze with no (apparent) exit, you would consider turning into a pyro also.

FIREPOWER 2000 - SUNSOFT - 8 MEG - 2 PLAYER - SEE REVIEW PG. 39 BY K. LEE

Not! just another shooter. These graphics can only be found on the Neo Geo. FP2000 is extremely well executed and offers fun and diversity found in today's boring shooters, it's even two player, and has great music. Can I be saying this about a shooter? ... yep!

FP2000 is worth a look, especially if you're a hard core shooter fan. This game rates high, as the attention to detail and graphics are amazing, even rivaling the Neo Geo. There is a cool two player option where you can choose a jeep or a chopper. The only drawback is the difficulty. Still it's a good edition to any SNES library.

Here's a game where a Pro Action Replay would come in handy. The FP2000 sports some of the best graphics on any system. This two player shooter lets one player control a chopper and the other a jeep, to cover both land and air. With intense power ups, and giant bosses, the only complaint is the difficulty.

FP2000 is an overhead shooting fan's delight. Graphics and sound are excellent, giving any system a run for its money. The ability to choose a chopper and a jeep is cool, however, pray to the power up gods, because you better be super buff when the bosses come around. Hard but good.

GUNFORCE - IREM - 4 MEG - 2 PLAYER - SEE REVIEW PG. 40 BY BUD D.

Gunforce. Oh my! What happened here? I thought the SNES was the superior system. Not only did I beat it in under 30 min. my first time, but it slowed and it flicked with hardly anything going on. Not that GF was that great of an arcade game, but this version doesn't even come close. What's with the lounge music?

Didn't IREM realize half way through that they were wasting their time? Somehow they managed to pack all the flicker, slow down, and dinky music a four meg cart could handle. It's like I'm playing a THQ game. Nice try.

Okay, this game has been displayed at the last 2 C.E.S.'s, and THIS is the FINAL product?!? What are these guys thinking? This game shows off the awesome flicker and slow down Nintendo has to offer. I think IREM and THQ are neighbors. Very poor graphics and the worst music top off this fine cart. Good Job.

After seeing this game for about a year in all the Mag's, I thought it would be good, but for me Gunforce falls short in every category. I was surprised, because IREM games are usually pretty decent. Something must have gone terribly wrong with this one, though. What happened?

SD BATTLE SOC - BANPRESTO - 8 MEG - 2 PLAYER - SEE REVIEW PG. 40 BY E. STORM

Although a bit slow, the playability and graphics in Battle Soc are excellent. I'm not into soccer in the first place, but if I were, I would probably buy it just because of the cool SD's. I had fun ... not bad.

Here's a game Gundam fans will appreciate. Although control takes a little getting used to, Battle Soc plays a good game of soccer, and it's a crack up to watch little Ultramen run around the field. The graphics are sharp, colorful, and well detailed, plus it's got the signature Banpresto music. Check it out!

A winner for both soccer and SD fans alike, Battle Soc uses crisp graphics, good game play, and bright colors. Not likely to arrive on these shores, it's definitely an import to check out.

Here's another Banpresto SD game. Battle Soc has great graphics and incredible detail on the characters. The play mechanics are adequate, and the two player action makes the game average. A little bit too slow for me, but none the less, an addition SD collectors will love.

BATTLE CLASH - NINTENDO - 4 MEG - 1 PLAYER - SEE REVIEW PG. 41 BY YOSHI

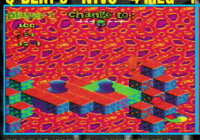
Right, Left, Shoot, Right, Left, Shoot, Right, Left, Shoot, Right, Left, Shoot, Right, Left, Shoot, Right, Left, Shoot, Right, Left, Shoot, Right, Left, Shoot, Right, Left, Shoot, Right, Left, Shoot, Right, Left, Shoot, Oh my eye! Someone get me an Alka Seltzer.

Oh no, another Super Scope game. If I keep this up much longer I'll be permanently out of focus. Battle clash is graphically a good game. There's plenty of color, and the enemies are huge. But, there's not much in the way of challenge, and it's extremely repetitive. It's back to the close for you, Mr. Super Scope.

The Super Scope isn't even as R.O.B. for the 8 bit NES. Battle Clash catches you eye with full screen bosses and lots of colors, but your eye soon gets sore after twisting your neck left and right on every level. So far nothing Super for this Scope.

The Super Scope has been dead dry, and Battle Clash is not the answer. First off, the graphics and sound are average, and the game doesn't take advantage of the Super Scope very well. The big bosses don't make up for the poor game play. It's a shame that I haven't been able to justify the cost of buying the Super Scope yet.

Q*BERT 3 - NTVC - 4 MEG - 1-2 PLAYER - SEE REVIEW PG. 41 BY D. HUNTER



Normally, I don't even like puzzle games, and I don't know if I would really call Q-bert a puzzle. It's more of a fun action/strategy game, bouncing around avoiding little freaks and floating on flying saucers. The graphics and backgrounds are excellent. And only the best gamers will beat it. (Good control too.)

Q*Bert is really well done and the programmers have refurbished it for the nineties using 16 bit technology. Graphicaly, this game is near perfect. All the backgrounds are in Mode 7 and do something cool, plus the music fits the game to a "T". Even the control is easy to learn!

Comparing it to the arcade game, this is a big improvement, with bizzare sound effects, lots of color, and great new stages. Although not big on puzzle games myself, puzzle and Q*Bert fans will have an instant addiction to this game.

Wow, the SNES really shows what 11 years can do to a game. The new backgrounds and color are a big improvement, and the control and lasting power is excellent. A definite must for all Q*Bert freaks.

MARIO KART - NINTENDO - 8 MEG DSP - 2 PLAYER - SEE REVIEW PG. 42 BY E. STORM

Another masterpiece from Nintendo. There hasn't been a driving game this good since F-Zero. One player or two, Mario Kart is just pure fun, with incredible Mode 7 like only Nintendo can do, and trademark Mario music. Only games with the SFX chip will compete.

Nintendo doesn't release their own games that often, but when they do, they're destined to become instant classic. This is the case with Mario Kart. It's two player F-Zero meets Marioland, and the competition is fierce, plus you get the options of different speed settings and a one-on-one battle mode. It's a must had!

This has to be the best two player game for the SNES yet. Three speeds of racing, 15 different tracks, and 8 custom drivers deliver an action packed racing games. On the split screen, Mode 7 is even faster than ever. It's a race through Marioland with some of the best sights and sounds a game has to offer.

Mario Kart for the Super NES is the best driving game to date. Even the out doing F-Zero, I really like the 8 characters to choose from, and there are so many different options that now matter how many times you play, it never gets repetitive, and of course the Mode 7 is excellent. Mario Kart is another Nintendo great.

MICKEY'S MAGICAL QUEST - CAPCOM - 8 MEG - 1 PLAYER - SEE REVIEW PG. 44 BY BUD D.

In the Capcom tradition, Magical Quest has superb graphics, music and control. Capcom has also added some scaling and rotation in the bosses, and some of the most unique play mechanics (like a fire hose) I've seen in a long time ... Excellent.

Mickey's Magical Quest has Capcom written all over it. The game itself is a little too short, but it's packed with so much quality you'll hardly notice. With colorful graphics set to mood setting music, Magical Quest is an exceptional game and another fine action title from the programmers at Capcom.

A big fan of Disney games to start with, I eagerly awaited Capcom's first Disney game on 16 bit, and just as I thought, it's totally impressive. Although a bit easy, you'll probably play it over and over just to experience the awesome music and special effects that make Magical Quest a big winner.

Capcom does it again, this time with Mickey's Magical Quest. I really enjoyed this one. The color graphics, music, and control are all perfect, and the Mode 7 effects are dazzling, so if you're looking for a good game of Mickey, Capcom delivers.

BLAZERS VS. BULLS - E.A. - 8 MEG - 2 PLAYER - SEE REVIEW PG. 46 BY TALKO

Even though Bulls/Blazers is an excellent basketball game, it's too similar to Lakers/Celtics, and U.S.A. Basketball. I feel like I've done it all before, but if you're a SNES owner, and you're into Basketball games, I'm sure Blazers will keep you and your friends busy for many moons.

Bulls vs. Blazers is basically a revision of E.A.'s earlier basketball titles with some new features. Not being a major sports type guy, I couldn't really get into this game. But I'm sure sports fanatics will enjoy another great E.A. sports game. Good stuff for the SNES.

Same game different title. SNES owners get a taste of E.A.'s popular basketball games with Bulls vs. Blazers. If you haven't played the Genesis version, this will be a real treat with slams, jams, and fast paced action. Personally I've seen it too many times. Come on guys, adding a new move doesn't make a new game.

This upgraded version of E.A.'s basketball wonder, Bulls vs. Blazers should quickly become one of the best sports games for the SNES. E.A. is known for their great playing sports games, and this is one of them. It held my interest and plays really good. Who says white men can't jump?!

NBA ALL STARS - ACCLAIM - 8 MEG - 2 PLAYER - SEE REVIEW PG. 46 BY TALKO

Graphics 9

Graphically I haven't seen a better basketball game, I really liked the perspective too. Even though I'm not into sports games, I had a lot of fun with this one. Definitely the best basketball game on this system. (Nice reflections.)

Sound 9

Here's your chance to play one-on-one as any of your favorite NBA All Stars. This game has a combination of great control and sharp graphics, plus you get the extra options of Horse and Free Throw, and it's simple and easy to learn. In my opinion, the best basketball for the SNES.

Value 9

Another basketball game for the SNES. This one lets you pick your favorite All Stars in a one-on-one half court game. The graphics are very detailed right down to the reflection on the polished court floors. Control and sound effects give the game a true feel of basketball.

Overall 9

Basketball games have come a long way since those 8-bit days baby. Acclaim delivers the best one yet with NBA All Stars. All the pros are here along with some of the best graphics on the SNES. The reflection in the floor is totally cool! Basketball has never been so great.

HIT THE ICE - TAITO - 4 MEG - 4 PLAYER - SEE REVIEW PG. 49 BY E. STORM

Graphics 8

Part hockey and part fighting, Hit the Ice stands out as one of the best sports games for the Turbo. It's especially fun with 2 players, the graphics and sound effects are great for a HuCard, and I had a lot of fun with this one. Isn't that what it's all about, isn't it?

Sound 8

Hit the Ice is an arcade translation which duplicates the look and feel of the coin op very well for a 4 meg card. The game works well, and has exceptional graphics. While not a true sports simulation, HTI is more of a slam fest with great humorous violence. Definitely worth getting.

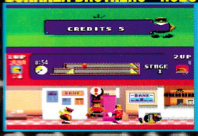
Value 8

With so few sports HuCards coming out these days, I'm glad that when they do, they're this good. Combining sports with fighting is totally hilarious in this game. A friend and I found ourselves playing for hours, which barely ever happens with a Turbo game, so I guess I'll have to say Hit the Ice is good stuff.

Overall 8

Hit the Ice delivers great fight scenes, great music and sound effects, and excellent game play, and you can play with up to 4 people simultaneously. That alone makes it worth owning. This game shouldn't be missed. Recommended for all Turbo players.

BONANZA BROTHERS - HUDSON - SUPER CD - 2 PLAYER - SEE REVIEW PG. 51 BY YOSHI



Graphics 7.5/8

Bonanza Brothers is a near perfect translation from the coin op, and is a great two player game with great color, excellent playability, and cool bonus rounds in a humorous, addicting game. More games are needed like this on Super CD. Good stuff.

Sound 7.5/8

Bonanza Brothers on Super CD comes much closer to the arcade version then the Genesis one did, with all the levels and bonus rounds. This game has really colorful graphics and funny sound effects, and it's two player simultaneous. You'll have fun all the way through it. Great game.

Value 7.5/8

I was slightly disappointed with the Genesis version of this game. It was fun, but wasn't close enough to the quarter cruncher. This new version on CD is almost identical, packing in all the fun I expect from Bonanza Brothers. This is the most fun you'll ever have stealing. Good job NEC!

Overall 7.5/8

I really like the Genesis and arcade versions of Bonanza Brothers, and the Super CD version is even better. The graphics are nicely done, and it has cool jazzy tunes. The two player feature is great. Now all I want is my NEC version of Strider on Super CD!

SPRIGGAN 2 - COMPILE - SUPER CD - 1 PLAYER - SEE REVIEW PG. 52 BY BLINKY

Graphics 9

In my opinion, Spriggan 2 is the best PC-CD shooter to date, with a great story that unfolds as you play, and amazing graphics for this system. It's also long and challenging with great bosses, and a wide assortment of weapons. A winner all the way.

Sound 9

As a big fan of Compile shooters, I anxiously awaited this one, as there hasn't been a really good shooter for Super CD in a long time, even though they have so many shooters. This game has everything I look for in a great shooter, and stands out as one of the best shooters on the system. You can't go wrong with Compile.

Value 9

If you own a Super CD, and you haven't gotten a taste of Compile's Spriggan 2, you don't know what you're missing. Even though I liked part 1 better, this version is completely different (being a side scroller), and held my interest and challenged me the whole way through. Good graphics, good music.

Overall 9

As you probably know by now, just about everybody here at Game Fan agrees, Compile makes some of the best shooters in the business (we reviewed 3 of them in this issue), and Spriggan 2 is my 2nd favorite after Nobunaga. In the Compile tradition, the graphics, story and music are all great. Don't miss it.

SPRIGGAN 1 - COMPILE - PC-CD - 1 PLAYER - SEE REVIEW PG. 54 BY YOSHI

Graphics 7.5/8

Spriggan 1 was one of the best shooters for the original CD-ROM format back in 1990. However, after playing part 2 and seeing Cotton and the new Darius on Super CD, I now find it just to be above average.

Sound 7.5/8

Compile takes their shooters seriously, and Spriggan is a serious shooter. At the time of release it was a superb title. It still holds its own even in this day of Super CD 's. As far as overhead shooters go on the PC Engine CD, this one had to be the best.

Value 7.5/8

The people who brought you M.U.S.H.A. have done it again with Spriggan Mark 1, loaded with colors, large sprites and fast action. The game has no slow down, and as with all Compile's shooters, employs a great story line, animation sequences, and good music. Better than the Super CD sequel!

Overall 7.5/8

Spriggan 1 was a good game a year ago with ok graphics and good music. With so many shooters available for the PC Engine CD, this game is not much more than an average shooter now that we are in '92 surrounded by the likes of Thunderforce IV and Nobunaga. If you didn't ever get it, why not?

GAIN GROUND - NEC - SUPER CD - 2 PLAYER - SEE REVIEW PG. 55 BY E. STORM

Graphics 8

Gain Ground for the Super CD by NEC is a unique overhead action game. I had high hopes for this game as it was extremely addicting on the Genesis, but I was a bit let down by this version. It was too easy and was missing the best level. I hope that the version I reviewed is early enough to be improved.

Sound 8

Gain Ground, although well done on the Sega, fell far short of my expectations for this potentially superior format, with missing levels, and plenty of slow action to keep me drowsy all day.

Value 8

I wasn't a big fan of the original Gain Ground because the characters were so small, and the game seemed to move slowly. However, with the transition to CD come bigger characters and a faster game. Due to these new additions, Gain Ground is more playable and comes across as a average action shooter.

Overall 8

Gain Ground on the Super CD totally met my expectations, delivering CD music and bigger characters not found in the Genesis version. One thing though, Gain Ground, being CD, did not deliver all the levels found in the arcade version. Overall, Gain Ground on Super CD held my interest.

ALPHA MISSION 2 - ALPHA DENSHI - 47 MEG - 2 PLAYER - SEE REVIEW PG. 58 BY D. HUNTER

Graphics 9

If you're a new Neo Geo owner, this is one of the old games you should get. Everything in Alpha Mission 2 is here, and the graphics are high Neo Geo quality (Alpha did it), and if you want sound, this one's got an intense soundtrack. If you've got an appetite for another shooter, this one's got your name on it.

Sound 9

Alpha Mission 2 for me stands out as the Shooter 2nd best only to the new arrival, Viewpoint, on the Neo Geo. It features the best graphics and incredibly huge and detailed bosses ever seen in an overhead shooter on any system, and even most arcade games. The music and control are, of course, flawless ... it's Neo Geo!

Value 9

I like shooters, therefore I love Alpha Mission 2. Only the Neo Geo can give me the incredible detail in every aspect of a game that I crave. You simply can't compare a Neo Geo shooter to other system's, only other shooters on the Geo. It's not as good as Viewpoint, but better than Last Resort, a definite must! Find it!

Overall 9

Alpha Mission 2 by Alpha Denshi is a real man's shooting game only Neo Geo could handle. I was so amazed with the variety in weapons and number of levels, music and bosses, I nearly left a puddle. The graphics are totally gnarly, what more can I say? It's a little old, but still has a lot of life left. If you haven't got it, get it.

SENGOKU 2 - SNK - 74 MEG - 2 PLAYER - SEE REVIEW PG. 59 BY K. LEE

Graphics 9

SNK took a great game and made it better ... way better. The attention to detail is fantastic and the graphics and music are the best I've seen in this kind of game. They've also changed it enough to make it an original that stands on it's own. If you liked the original, you'll love this one.

Sound 9

Here it is, another fighting game on the Neo Geo. When will it end? Although graphically incredible, you'll beat it the first hour you have it and quickly look for a place to rent Neo Geo games. If these guys ever get an original idea call me, I'll be waiting. Not to beg profusely but I really need a driving game or RPG.

Value 9

In part one, the journey was long, and treacherous. Sengoku 2 doesn't deliver that same type of feel. Although the game has sharper graphics, more detail to character animation, and more moves, it's just too short. Games this big and expensive should last a lot longer.

Overall 9

After playing part one, I didn't think SNK would be able to do it again, but Sengoku 2 far surpasses the original. Only the similarity in game play is the same, but the colors, art, graphics, and music have all been improved, making this sequel a potential hit both in the arcades and home.

BLUES JOURNEY - ALPHA DENSHI - 46 MEG - 2 PLAYER - SEE REVIEW PG. 60 BY E. STORM

Graphics 9

Thanks to me, this game finally made it in. Blues Journey never got the recognition it deserved as one of the best action platform games ever on a home system. The graphics and colors will blow you away, and the game play is fun and unique. I'd like to see more games like this on the Geo. Enough with the fighters!

Sound 9

From huge , colorful backgrounds,. magical music, incredible playability, and unique game play, Blues Journey is to the Neo Geo what Sonic is to the Genesis. If more games like this were released, more people would buy Neo Geo's.

Value 9

When I first played Blues Journey I was surprised to see this type of game on a Neo Geo. BJ is the only action platform game that exists on the Neo Geo, and has the quality I expect from Alpha Denshi. The characters are unique and fun to control , and even has a few surprises. If you have a Neo Geo give this one a try!

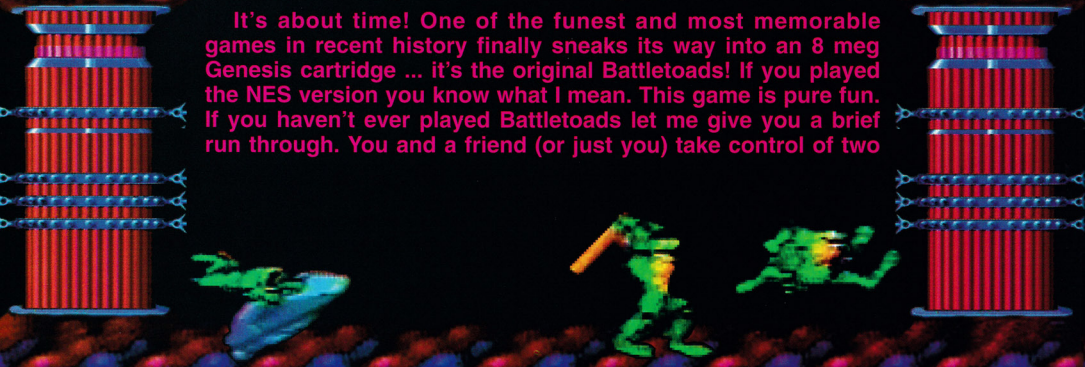
Overall 9

Wow, 47 megs to do an action game! When I heard that I figured my dreams had come true. And they almost have. If Blues was a little longer, it would be the perfect action platform game, but as it is, with all its color and splendor, Blues Journey is incredible.

SEGA SECTOR

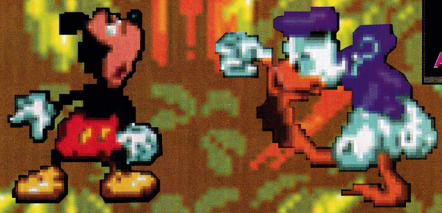
TRADEWEST
ACTION
2 PLAYER
8 MEG
AVAIL. FEB.

It's about time! One of the funest and most memorable games in recent history finally sneaks its way into an 8 meg Genesis cartridge ... it's the original Battletoads! If you played the NES version you know what I mean. This game is pure fun. If you haven't ever played Battletoads let me give you a brief run through. You and a friend (or just you) take control of two

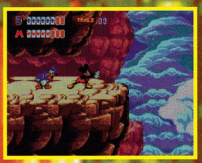


crazy toads, Pimple and Rash, on a mission to rescue your best friend Zits and the best looking girl in the galaxy. They've been kidnapped by the Dark Queen! Along the way you'll fight a gnarly cast of the Queen's army like Psyko Pigs, the Mutant Rat Pack, Robo Manus, and Saturn Toad Traps. And guess how you'll get there? Try Jet Turbos, Space Boards, and Speed Bikes. The Genesis version will feature all the fun and great control of the 8 bit original (it's a carbon copy, I'm happy to say), except with great 16 bit graphics by the original programmers at Rare. (These guys are good!) So get your big bad boots, your nuclear knuckles, and get ready to do the Battletoad Butt! This is just a preview grabbed off of video (that's why it may look a bit fuzzy). Get ready for a rad spread next month!

World of Illusion

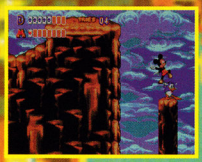


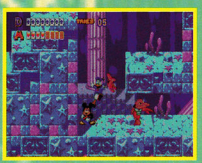
SEGA
ACTION
2 PLAYER
8 MEG
AVAIL. NOW



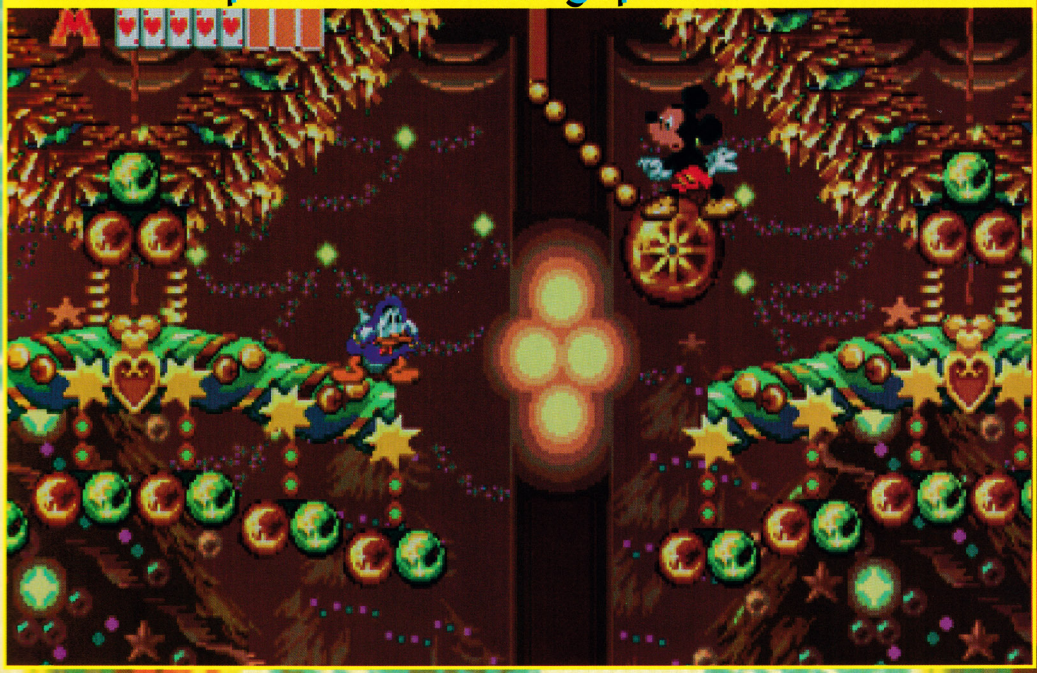
From the makers of Castle of Illusion and Quackshot comes their third masterpiece, World of Illusion. This time Mickey and Donald join together in a two player co-op game where, depending on if you choose one or two players or if you pick Mickey or Donald, you get a different game complete with different endings.

This is Sega at its finest! The graphics and animation go beyond my highest expectations and you'll be amazed at how these characters interact and what they do. Donald gets himself stuck in situations where Mickey must rescue him, such as being too big around the waist to fit through a log, so that Mickey has to yank him out with a pop and send him flying. Other times Mickey will find himself stuck at the bottom of a tree and the only way to rescue him is by lowering a rope and hoisting him up. Each level is a graphic work of art as well, looking like it's straight from a Disney movie and all the familiar characters are here too. Your only weapon is a magic cape which Mickey and Donald use to magically render evil enemies harmless. With all these options, hidden rooms and secret levels, plus so much more not mentioned in this article, World of Illusion comes highly recommended. Games like this come once every so often and should end up in every Genesis owner's library. Check it out!





A small example of the incredible graphics in World of Illusion



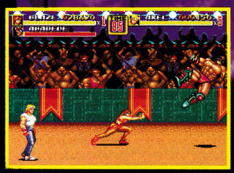
STREETS OF RAGE 2

SEGA
ACTION/FIGHTING
2 PLAYER
16 MEG
AVAIL. NOW

If you've read our Golden Megawards, you'll notice that Streets of Rage 2 received some of the highest awards. Sega has taken a 16 meg cartridge and filled it to capacity with a sequel that will be tough to equal.

All the elements of this game were crafted in the style of a fine sculpture. Sega started out with a plain block of side scroll fighting game and carved out a thing of beauty starting with the music, for which they insightfully commissioned the master, Yuzo Koshiro. As usual, Yuzo knows exactly what music best fits the mood of the level, and it sends tingles up the spine, when combined with the game play. They've added more charcters and moves, and took further advantage of the extra 8 megs by making an even longer game than the original. They then rounded up their best artists to add stunning visual effects, graphics, and color combinations. And, most importantly, they've made sure the game is great fun to play.

I sincerely feel that the masters who created this game could have made any game this good, but they chose an already popular game to bestow their graceful artistry upon. Thanks go out to Sega for doing justice to SOR2. Keep it up and no one will touch Sega for a long time to come.



EA
DRIVING
2 PLAYER
8 MEG
AVAIL. NOW

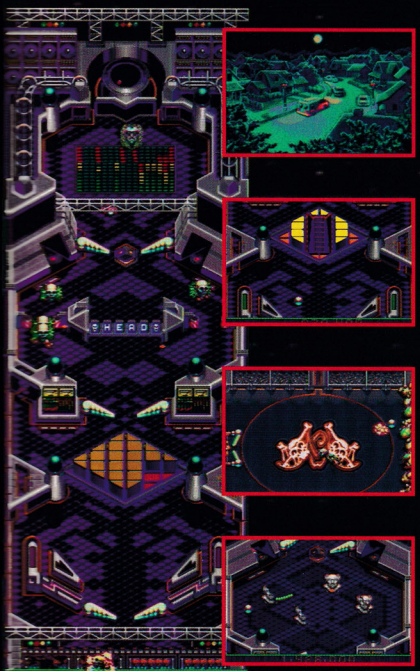
LOTUS TURBO CHALLENGE

Hot on the heels of Road Rash II, EA hits the interstate with Lotus Turbo Challenge. Get ready for speed, speed and more speed! The game was programmed by the same developers that did Top Gear for the SNES and it is almost as good as that title.

The game does a good job of depicting movement in the roadside objects and traffic, and it has rain, fog, lightning and snow to make this time trial more difficult. Combine that with split-screen 2 player, massive hills and tunnels, and you have one intense driving experience .

EA
PINBALL
4 PLAYER
4 MEG
AVAIL. NOW

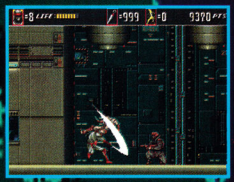
CRÜE BALL

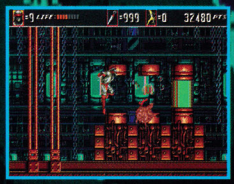


Electronic Arts' first entry into the Pinball game catagory, Crüe Ball features a 4 player mode (taking turns), 3 Motlëy Crüe tunes courtesy the Sega sound chip, and a 3 screen (shown at left) metallic play field. The ball control in Crüe Ball is only so-so, but over all the game plays pretty well. There's a lot to do and a lot to shoot at, however the play field only changes slightly between rounds. There are also the usual bonus rounds and a nice intro. Between stages you get to view Alister Fiend (a really cool metal head from the Crüe) hangin' in his easy chair. This for me was the highlight of the game. Even with Crüe Ball's few flaws, its low price tag makes it a worthy addition to your line up of Sega games. There's enough uniqueness about Crüe Ball to keep you playing for hours.

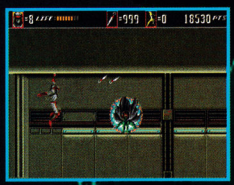
The Revenge of Shinobi II

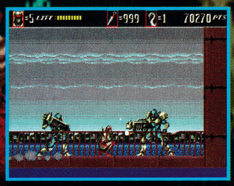
SEGA
ACTION
1 PLAYER
8 MEG
1st QTR. '93





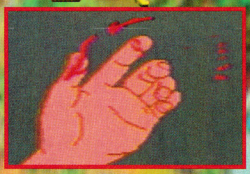
If you're like me, Shadow Dancer just didn't measure up to Shinobi. That magic of the original just wasn't there. Enter the true Shinobi 2, brought to you by the original makers. The true sequel has arrived. Not just as good as 1 ... but better. The new Shinobi now grapples, does a running slash, and when he gets hit, he falls back Street Fighter 2 style. From beginning to end Shinobi 2 plays perfect, with great music, colorful vertical and horizontal scrolling backgrounds, and perfect play mechanics, similar, and even better than part 1. In level one you fight through flooded caverns and hidden caves loaded with enemy ninjas. Level two is a heavily guarded military base, and in level three, things really get gooey. Here's where you'll find my pick for boss of the year. After playing Shinobi 1, and then Shadow Dancer, I didn't think Sega would ever be able to repeat the incredible original, but it seems they've rounded up the original programmers to do it again.

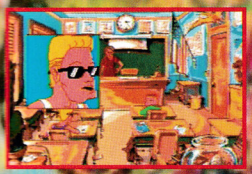




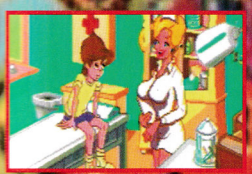
The Adventures of Willy Beamish

SIERRA INTERACTIVE
1 PLAYER
SEGA CD
AVAIL. JAN.





With the dawn of the Sega CD you're likely to see quite a few text adventure games translated from pc. So is this good or bad? If you're like me you probably think these games were meant for the computer nerds or couch potato set. Well if Willy Beamish is any indication, they're not! Not that this is intense action but it is most importantly ... fun. Not to mention graphically impressive and new and different. In Willy Beamish you assume the role of Willy (kind of a '90's dennis the menace) in an interactive cartoon environment. As the player you must guide Willy through his daily routines making constant decisions between right and wrong, then sit back and watch the outcome. If you screw up, you just might find yourself in military school getting your head shaved & all! ... We reviewed an early ROM of the game so we couldn't get too far but what we did see was very impressive in every category: animation, graphics story line & fun. As soon as we get our hands on a completed version we'll give you a full review, but Willy Beamish looks like a winner!

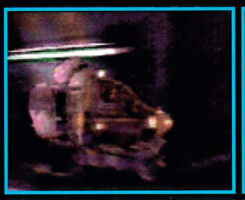


SONY IMAGESOFT
INTERACTIVE
1 PLAYER
SEGA CD
AVAIL NOW

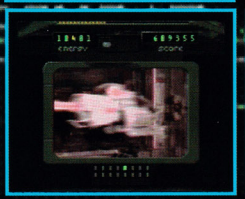
Sony's Sewer Shark is the first in what will hopefully be a long line of full motion CD games which mix shooting and video interaction.

The game opens just like a movie with Falco (one of you're fellow pilots) explaining to you the hellish mission you are about to encounter as a rookie Sewer Shark. Sewer Sharks fly through rat infested sewers in an effort to deliver supplies to post-nuclear human outposts with your ultimate goal being a passage to Solar City, where your fat, stinky boss is stationed. He harasses you throughout the game and is up to no good ... You'll see.

Your co-pilot "Ghost" is also along for the ride spewing out Top Gun metaphors like a broken record. The key character in the game is actually your droid who calls out flight instructions and keeps you on track. There are basically three key elements of game play; (1) You must listen carefully and make all the right moves, up, down, left, and right. (2) You must memorize when to turn left or right to recharge when Ghost calls it out. (3) You must shoot a sufficient amount of rats so fatboy doesn't fire (kill) you before you reach the next outpost. You start off with the call sign "Dogmeat", then you graduate to "Ratbreath", and finally "Beachbum". Each time you receive a new call sign, you can start from that point, otherwise it's back to the start. Sewer Shark is a lot easier if you have a friend watching the directions so you can concentrate on shooting. Otherwise, you must constantly eye the flashing arrows. This makes each mission quite difficult.

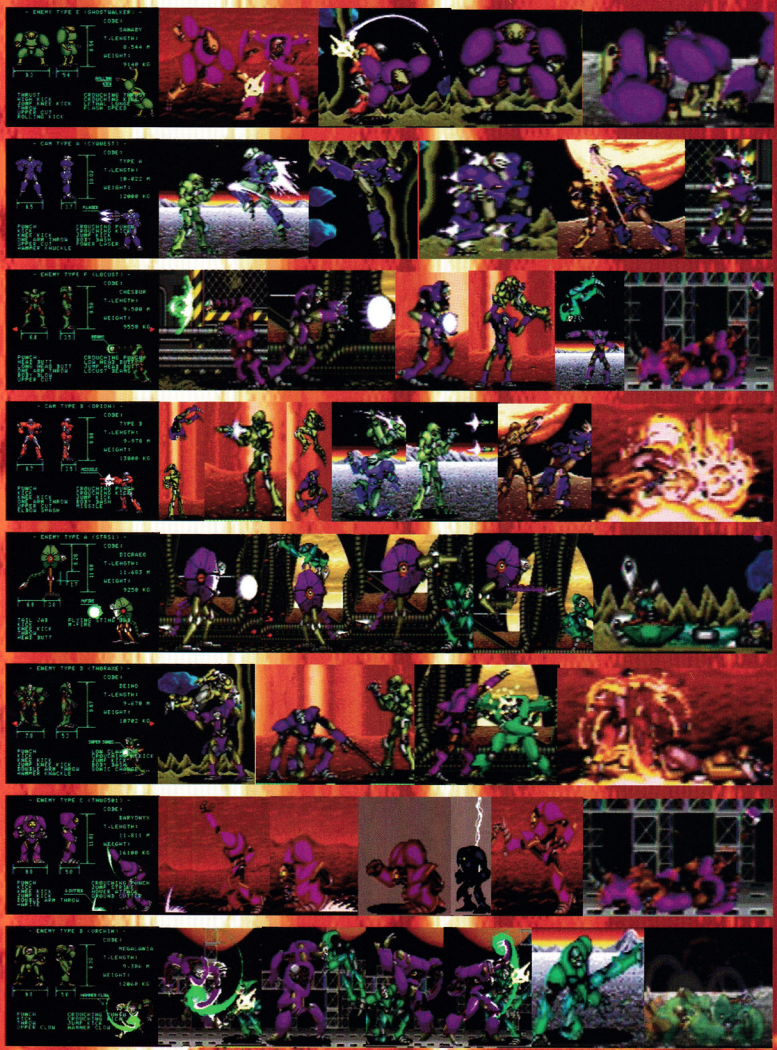


Sewer Shark is a lot of fun and graphically is revolutionary, my only complaint is the music, they don't use the CD at all here (probably because of all the voice), which would be okay if the Genesis music was good, but it's pretty bad (we turned it off). Over all, I rate Sewer Shark highly for the first in its field and all Sega CD owners should have it (wait until you see the ending!). Sega CD is off to a great start.

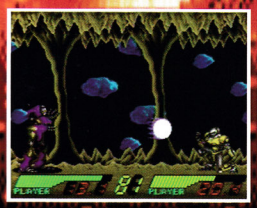


BLACK HOLE ASSAULT

BIGNET/CD
FIGHTING
2 PLAYER
AVAIL NOW



Let me start off by saying that Black Hole Assault is not a Heavy Nova sequel, it is an entirely new game. You can forget about the boring action levels and the clunky control. Black Hole is an excellent one on one fighter with all the features you could ask for. There's operation, exhibition, tournament, and league modes, complete with acted-out cinema inter-missions, on-screen instructions, ten different environments (each with its own conditions), and detailed scrolling backgrounds. The fighting in Black Hole is very mechanical, and gives you a realistic robotic feel, and although the moves are simple, each character is different and requires different strategies, and the control is excellent. Black Hole has a great soundtrack, excellent voice, and great metallic sound effects. All this helps Black Hole come across exactly the way it should, as a great science fiction fighter that doesn't require memorizing complicated moves, but still requires ample strategy to keep you coming back for more.

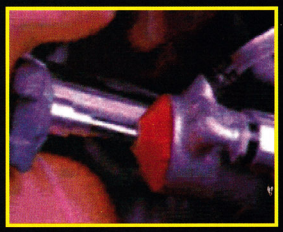


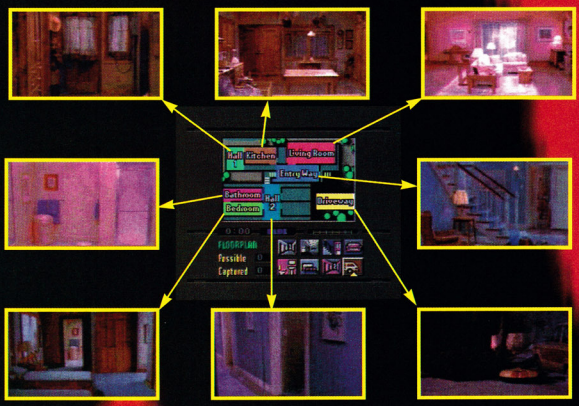
NIGHT TRAP

SEGA
INTERACTIVE
1 PLAYER
SEGA CD
AVAIL. NOW

One of two full motion games for the Sega CD, Night Trap, though not as fast paced as Sewer Shark, still offers the player plenty of challenge and unique game play. As the game opens (movie style), you find yourself being grilled by the SCAT (Sega Control Attack Team) leader as he explains your life and death mission. You are then dropped smack in the middle of a B movie where you must save 5 beautiful (NOT!) co-ed's from a bunch of hooded nasties with murder on their minds. The way you do this is by surveying the house through hidden cameras, constantly switching rooms until you find the enemies, then at just the right moment (you get a gauge), you can trap them providing you've got the right access code. The code changes frequently, so you must watch carefully to make sure you're on top of things. Let too many bad guys go and the co-ed's are toast and so are you.

All this is done extremely well with amazing full motion video and high production quality with virtually no access delays. So the only real question is: *is this your kind of game?* Which is kind of tough to answer since you've probably never played one like it. Well, as an action RPG and shooting gamer, my opinion is for 59 bucks you can't go wrong. Even though this stuff is quite mild it's a great effort, and, if just from a technical standpoint, it's cool to see what the CD can do. And, if you don't like it, someone in your house probably will (or you can whip it out on holidays and show grandpa). Who knows, maybe you'll recruit one of the old guys. Ohh no, does this mean I have to say "fun for the whole family"? ... where's my Sonic!



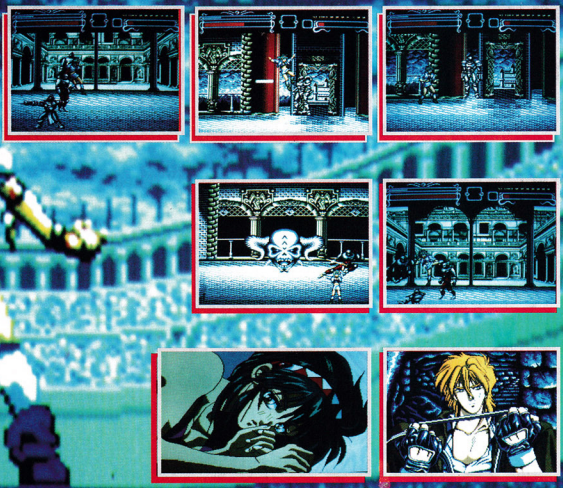


Annette Again

WOLFTEAM
ACTION
1 PLAYER
MEGA CD
AVAIL. NOW

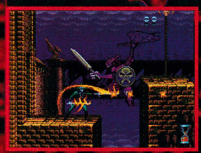
As you know by now, Game Fan is the only Magazine with exclusives from Wolfteam. We have developed a close relationship with them because, not only are we big fans, but we feel that they are on the cutting edge of new technology in video game programming.

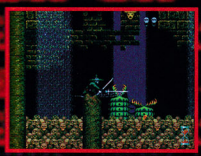
Wolfteam's newest offering in the action CD format is Annette Again, the sequel to the incredible cartridge game, El Viento. After playing an early version, I can tell you that this game is something special. Not only is the action superb, but the animation sequences are masterful. Look for the exclusive World Premiere in our next issue!



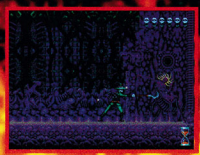
SEGA
ACTION
1 PLAYER
8 MEG
AVAIL. NOW

After a battle with death, Chakan is left cursed to live until all supernatural evil is destroyed, only then can he rest. When I started playing Chakan, the game seemed average, but as I got further, it became graphically intense, and totally involving. Each time you cleat a level you must go back through, as the level has now changed, and after defeating it twice, you go back a third time to defeat the guardian. Once you beat the first four levels (12 levels in all) you will go to the elemental levels where Chakan becomes at least twice as good of a game. Here is where I made my decision that Chakan is a game not to be missed



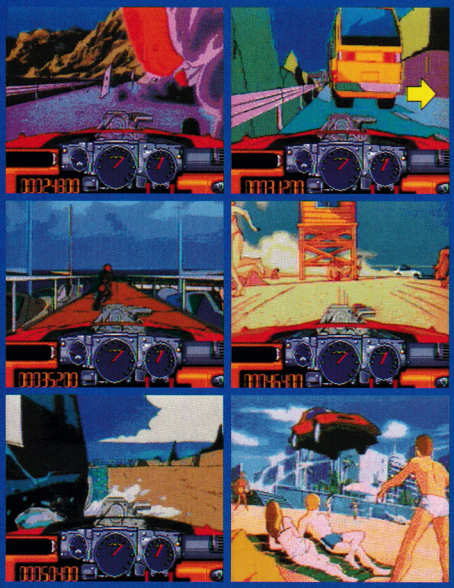


HE SMILED AND SAID,
FROM A MAN OF DEATH
FROM DEATH HIMSELF.
A CHOICE. IF YOU WIN
ETERNAL LIFE IS YOURS.
IF I WIN, YOUR SOUL
IS MINE TO DO WITH AS
I WISH. FOOLISH? I
WONDER...
IT HAS BEEN SO LONG...
WITH SWORD AND
SPELL, HE CLASHED
FOR IT TOO. THE
WORLD TREMBLED AT
OUR UNLEASHED POWERS.
I WRESTLED WITH SUCH FURY AND MIGHT
THAT EVEN DEATH HIMSELF HAS KNOWN
FEARS. AND THEN, INCREDIBLY PETTY



ROAD BLASTER FX

RENOVATION
LZR/DISK
1 PLAYER
SEGA CD
AVAIL. MARCH



Road Blaster is the last laser disk conversion you will see from Wolfteam. Thunderstorm and Time Gal were great, but Road Blaster is amazing! It's at least twice as fast and smooth as the other two, and that's only the start. Road Blaster is one of the funnest games you'll ever play. It's less like a laser disk and more like a motion ride, you are in almost constant control, steering, braking, and accelling constantly. About to hit an innocent bystander? Swing right, crash through a lobby, barrel through the front desk, chase an enemy up the staircase, jam down a hallway,

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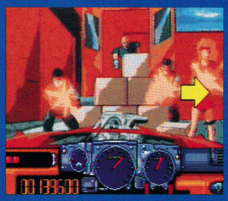
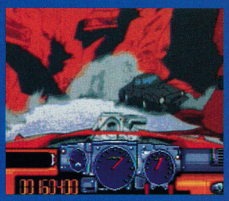
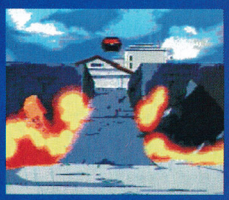
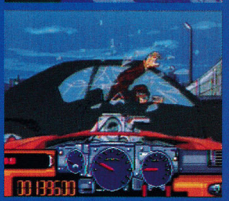
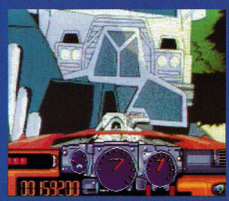
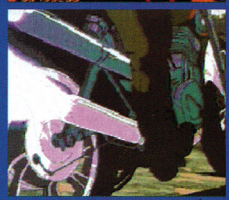



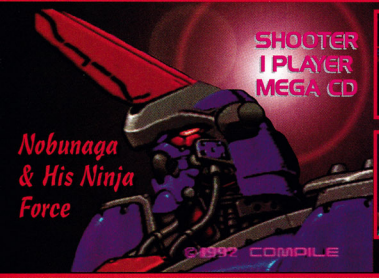


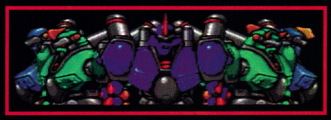
and crash out the side of the building, flying through the air as a helicopter creams into the side of the building ... no problem! Road Blaster takes you on a ride you have to see to believe, all the while chasing the leader of an evil gang responsible for your bride's early demise. You will stop at nothing to get your revenge, and you should stop at nothing to get this game. This is what CD gaming is all about.

TAKE CONTROL OF ROAD BLASTER!

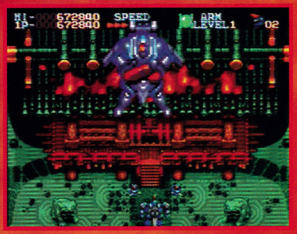





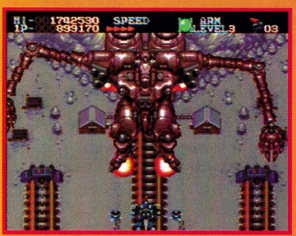


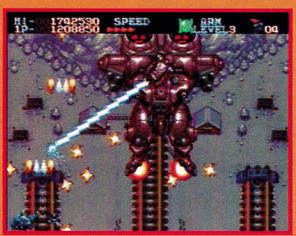


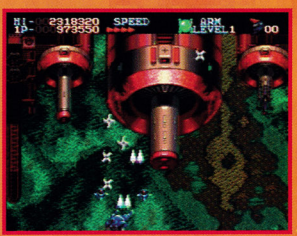
AWESOME CINEMA DISPLAYS ...

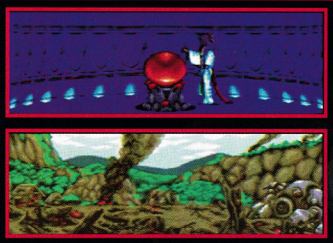
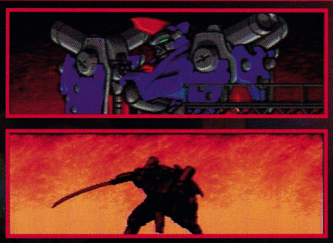


I'm a big fan of Compile's Aleste series. So far all of their shooters have ranked among the best, and Nobunaga is no exception. Aided by the CD's added memory and special effects features, Nobunaga is packed full of everything you'd expect from an overhead shooter. As with its predecessors, Nobunaga has a very Japanese theme. You'll fly over ancient civilizations, temples, snow covered caverns, caves, fiery pits, castles, and other mystical terrain battling other cyber ninjas, huge airships, and awesome mechanized bosses. The attention to detail, explosions, sound effects, anima-



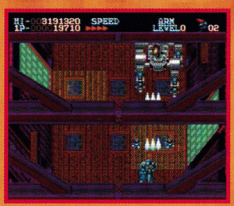


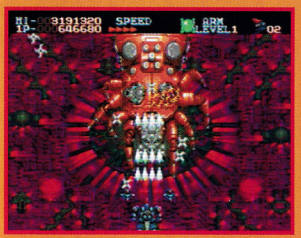


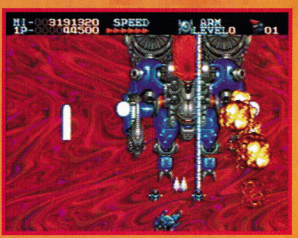



... ONLY THE CD CAN DELIVER

tion, and color are all of the highest quality, and the Techno sound track is awesome. There is also some nice scaling, layered scrolling, animated backgrounds, and cinema intermissions. Nobunaga is also long and very challenging, even for the best shooters. The key is proper use of your power-ups, assembling the best weapon for each level. Overall, I rank Nobunaga & His Ninja Force in the top five of my list of best shooters, and one all Mega CD owners should have. Let's hope it comes out here in the near future. It's too bad the Sega CDs aren't compatible. Games like this should not be missed.

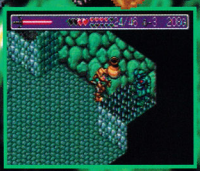


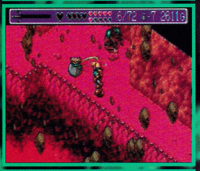


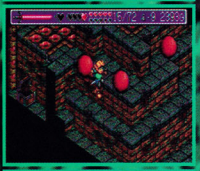


LANDSTALKER

CLIMAX
ACTION/RPG
1 PLAYER
16 MEG
AVAIL NOW JAPAN

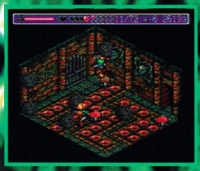
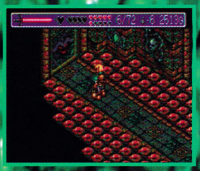
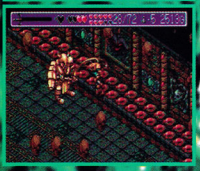






Once in a while, a game comes along that really surprises you. Land Stalker is one of those games. Anticipating its arrival and judging by the early screen shots, I knew it would be good, but what it ends up being is the perfect action/RPG. If this was an American release, I would give it game of the year, it's that good. Sega has to bring this game out here regardless of its heavy 16 meg price tag. Everyone should get the chance to experience Land Stalker.

As Ryle the treasure hunter, you embark on a quest to find the legendary treasure of King Knowl. Your journey takes you through towns, vast multi-plane wilderness, caves, forests, cliffs, shrines, and some of the most complex and challenging labyrinths that you will ever encounter. TOWNS: All the towns in Land Stalker are different, from the creatures who live there to the actual design and architecture. Here you will collect clues, receive missions, save your game, and buy useful items. When you purchase an item, you actually pick it up and set it on the counter, you can also pick up things and interact in many of the other rooms. Some towns also have detailed undergrounds and other puzzles to solve. WILDERNESS: Linking each town and leading to labyrinths,

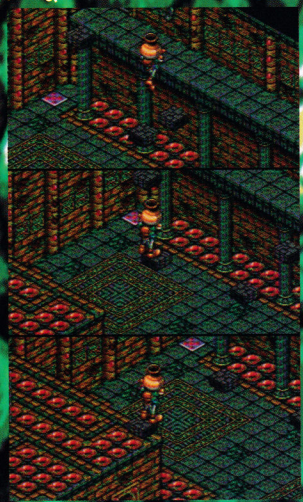




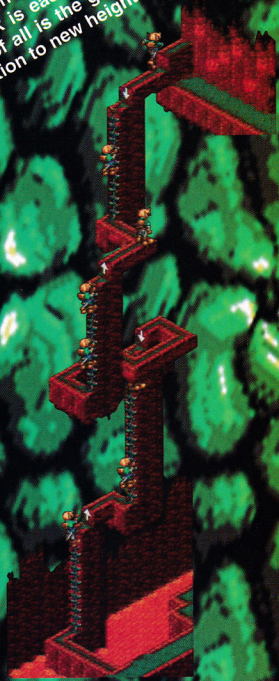
Sharpen Your Jumping Skills

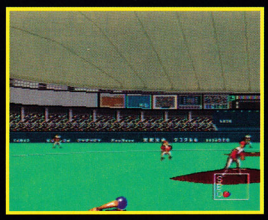
Enter A Treacherous Dungeon Through This Town

Use Your Mind As Well As Your Skills In The Many Labyrinths

You journey through mountain trails, forests, coast lines, and caves. Here you will confront enemies to earn gold and uncover hidden treasures and secret paths. If you solve the tree labyrinth, you can use the big trees to warp. LABYRINTHS: Here is where Land Stalker really shines. The labyrinths become longer and tougher as you progress. You will not believe the things they make you do. I guarantee you've never experienced anything like it in any game. Here you will find some of the most brilliant programming you will ever see. Land Stalker is a perfect action/RPG. The character is totally animated and you will quickly grow very fond of him. The townsfolk and enemies are well drawn and creative, and the soundtrack is easily one of the best ever on cartridge. But what's best of all is the game play itself, taking creativity and imagination to new heights. Land Stalker is a perfect 10!







SEGA SPORTS 2 PLAYER MEGA CD AVAIL NOW JAPAN

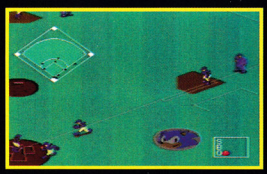
SWING 'N A MISS

Welcome sports fans to the Talko game of the week, Super League CD for the Mega CD. This game has it all; stats, a full season, major league (Japanese) teams, league leaders and 6 different stadiums.

Graphically, the game doesn't miss a thing. It has line scrolling, close-ups at every base and for great catches, and it depicts both day and night games. The pitcher-batter screen is really impressive with large characters that almost look digitized. No Gamba league short, fat goo here. The sound effects are really well done with digitized samples of the bat meeting the ball and even the sound of the ball hitting the glove. The music is also a step ahead of the competition, with 2 decent tunes that switch at the 7th inning stretch.

What can I say? there is very little to be critical of in this game. Baseball fans rejoice! Sega has finally ended their year long software drought on the Mega CD, and in high style. Super League CD is the new standard in sports gaming, sending Ultra and Gamba to the showers.

BIG SWISHY!

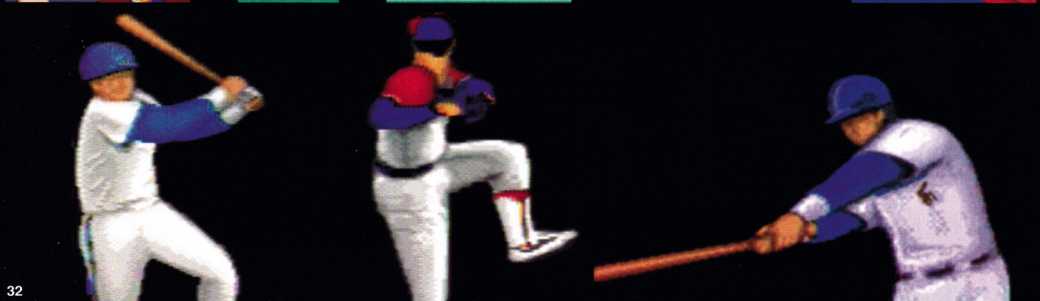


SONIC KNOWS BASEBALL

TIP YOUR HAT, TIP YOUR HAT!

THE NATURAL

LAY IT DOWN



SEGA PREVIEWS

Game number 2 from the Bitmap Brothers, Xenon 2, features weapons shops where you can choose from a huge assortment of projectiles, and of course the incredible graphics we've come to expect from the Bitmap Brothers. If Gods is any indication, this game will be a shooter worth buying.

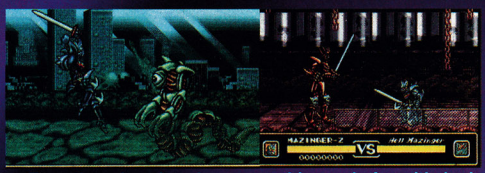
From the producers of Out Run comes Junker's High. What separates this game from the others are the multi-levels. You can actually go up ramps and drive on the upper level. There's also no more annoying stopping, when you hit something you'll spin out and keep going. There's also jumps in Junker's High, so catch some air with a full review next month. (8 meg plus battery backup.)

In E.A.'s new Genesis action game, Risky Woods, your mission is to release ancient monks from their stony bondage. RW features 12 levels, 8 landscapes, huge bosses, great graphics, and awesome scrolling backgrounds.

As you've read in our Fighting Special, Deadly Moves was great on the Super NES, according to Kaneko, the Sega version is identical, so get ready for a great on-on-one fighting game for your Genesis. Look for a full review on the Genesis version in the next issue of Game Fan.

We were going to do a full page review on Ecco this issue, but after playing, we were so impressed we held it over to do a spread next month. Ecco is one of the most unique and addicting games we've seen in a long time. Check it out next month!

Chuck Rock has made his way onto the Sega CD, with 9 new levels, opening animation, and a cool new CD soundtrack. Even if you played the original, don't miss the CD, there's so much more! Full review next month.



Even though we've shown you this one before, it's looking so good, we thought we'd show you the latest screen shots. Due out this February in Japan, Majin Saga looks like it could be one of the best cartridge games of '93, combining side scrolling action with one-on-one fighting. If these new shots are any indication, Sega of America will bring it out here simultaneously, we hope.

Here's another good reason to buy a Sega CD. Sonic CD is due out this March. The screen shots above cannot be found in Sonic 2, so we are hoping they will be present on the CD version, which will also feature an animated story, and a CD soundtrack. Tune in to Game Fan for the best coverage.

PLANET SNES

PIMPLE
000520
RASH
000730

PIMPLE
000780
RASH
000560

PIMPLE
000480
RASH
000610

00652
RASH
000820

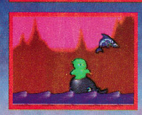
BATTLETOADS
TRADEWEST
ACTION
2 PLAYER
8 MEG
AVAIL.MAR.

Once in a while, a game comes along that takes the video game industry by storm. This was the case last year with Battletoads on the NES. Toads sported some of the best graphics and game play ever for the NES, even rivaling 16 bit titles. Following this huge success is probably one of the most talked about and eagerly anticipated games to be released on the Super NES: BATTLETOADS IN BATTLEMANIACS, and by the looks of what we've seen, no one will be disappointed! If you've played the 8 bit version, you'll be glad to know the masters at Rare have faithfully duplicated every aspect that made the first so awesome, and if you haven't, you're in for a big surprise! This game has everything gamers look for, from eye-popping graphics to addicting game play, and excellent music. What makes this game so good is the variety of game play. Each level presents a different challenge, from careening down tunnels on jet bikes at break neck speeds, to hitching rides on giant snakes, while avoiding shard spikes. And of course, there's all the side scrolling beat-em-up action you can handle ... Toads style! The attention to detail is amazing as well. In the fighting levels the Toads are humongous and each has their own special attacks. Punch or kick an enemy a couple times and watch what happens!

Battletoads promises to be one of the best of '93. Stay tuned to Game Fan for a full review.

WHIRLO

NAMCO
ACTION/ADV.
1 PLAYER
8 MEG
AVAIL NOW JAPAN



Whirlo is a unique game that combines elements of action, adventure, and role playing in one complete cartridge. As Whirlo you must venture out into the unknown, using your many special attack techniques, vanquishing hordes of enemy aggressors who stand in your path.

Whirlo's main weapon is a pitchfork, but he has an assortment of special moves that don't rely solely on this trident of tribulation. These moves are very awkward to use at first, but if you want to see the later levels, you must learn to jump effectively.

Whirlo boasts a great soundtrack and bright and colorful graphics, plus includes a password feature vital to the game as you won't be solving this one in one sitting. This game is great fun and a tremendous challenge to even the most seasoned gamers around. For people craving more than just action, this game provides ample brain draining puzzles to stump the quick of wit and slow of mind alike.

CONGO'S CAPER

DATA EAST
ACTION
1 PLAYER
4 MEG
AVAIL NOW

Take the great graphics from Joe & Mac, add more (and longer) levels, throw in a new character with more moves (oh ya, he turns in to a monkey too), and you've got Congo's Caper, Data East's new prehistoric action game for the SNES.

What I liked most about this game was the cool new character. he's a brutal little cave kid who turns into a monkey when he takes a blow (take a second and you're history!), and has some creative attack techniques. If you run and press down he can roll in any direction, even vertical! knocking out everyone in his path. He can also knock you on the head with his club, jump attack, high jump, or grapple on vines. All these moves add diversity to each level.

The emphasis (of course) is on action with a lot of well timed jumping. the game takes place both below and above ground in a very well drawn prehistoric environment, and guess who's here? remember the big tyranosaurus in Joe & Mac? (oh ya, he's back!)

The graphics are very good as is the animation and the music, and most importantly it's fun and challenging. So, if you're into action platform games (which there are far too few good ones of these days) then Congo's caper is DEFINITELY worth 49 bones. Data East adds another quality game to the SNES lineup.

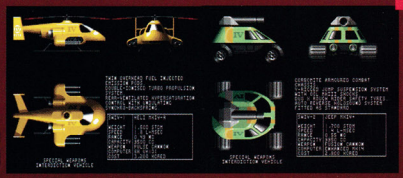
ROAD RUNNER'S Death Valley Rally

SUNSOFT
ACTION
1 PLAYER
8 MEG
AVAIL. NOW

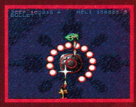
In my past reviews, I would give a brief history of the story and characters, but in the case of Death Valley Rally this is not necessary. If you are old enough to read this mag, you will know these Looney Toons characters and what they do. If you don't, you must have grown up without a television. Death Valley Rally is a side scrolling action and horizontal platform game starring the Road Runner and Wile Coyote. In Death Valley Rally the Road Runner, in his cool and collected manner, will run his own Death Rally with Sonic-like speed in which he must find and raise checkpoint flags and avoid becoming a Coyote dinner. Wile Coyote uses the tried and familiar Acme gadgets which prove once again to be all pain and no gain.

Does it feel like a cartoon? The game faithfully portrays the relationship between the Road Runner and Wile Coyote from the original Chuck Jones directed cartoon. The graphics are clean and cartoony, and music track sounds as if it was imported direct from a Looney Toon adventure. The game play mechanics are very smooth and well thought out, and yes this game looks and feels like a Road Runner cartoon. Death Valley Rally is Sunsoft's first published game directed and developed in the U.S. I bet you can guess how the game designers spent their saturday mornings!

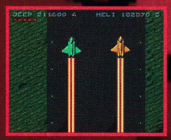
Firepower 2000

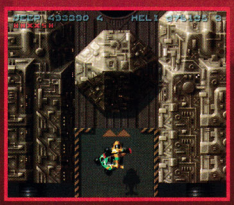
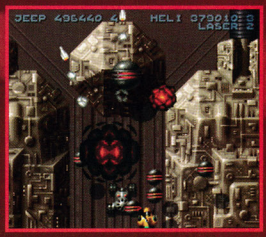


SUNSOFT
SHOOTER
2 PLAYER
8 MEG
AVAIL. DEC.



Mysteriously, top secret military equipment is disappearing three km north of Bermuda. An underground race is building an unstoppable army based on the prototypes. Driven by mechanized drones, they present the greatest threat mankind has ever known. This is one impressive shooter. Both the graphics and the music are high SNES quality. The attention to detail is great with highly detailed backgrounds and enemy forces. The explosions in FP2000 are all colorful with sampled sound effects, and even the largest ones cause no flicker or slow down, a feat few shooters accomplish. Another thing you're sure to like is the excellent two player interaction, one player being a jeep and the other a helicopter. In the jeep you pass under overhead objects, as the helicopter passes over ground objects, giving you both separate targets, and at one point the jeep turns into a speedboat, with incredible detail in the water. Then, just when you think you've seen it all, you both turn into jets ... good stuff! FP2000 is among the shooting elite on the SNES, offering the challenge and diversity a shooter needs to succeed, and is one game you will find yourself coming back to frequently.



GUNFORCE

IREM
ACTION
1 PLAYER
4 MEG
AVAIL. NOW

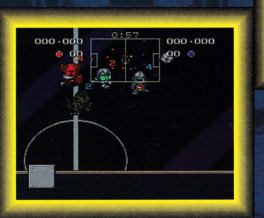
Irem has taken a stab at bringing home their arcade version of Gunforce on the SNES, and unfortunately, has missed their mark. Gunforce is not a bad game in the arcade, although being very similar to Midnight Resistance and Contra, but on the SNES it just doesn't stand up.

This game is pretty much average at best, with poor animation, major slow down and flicker, and almost non-existent game play. Irem probably should have thought twice before releasing this 4 meg cart, or at least made it one player and put more emphasis on making a better game. I think it's time to go back to the drawing board.

バトルサッカー
SD BATTLE SOC

BANPRESTO
SPORTS
2 PLAYER
8 MEG
AVAIL NOW JAPAN

As you've probably noticed by now, our friends in Japan get all googly about SD Gundams.s You'll find them in just about every form of game, yes, even soccer. But let me tell you, these fiery little robots play one mean game! In Battle Soc, you can go head to head or play tournament, choosing one of five different teams of funny little robots. During the game you can power up for a super shot, slide, head butt, and jump, giving Battle Soc kind of a Soccer Brawl feel. Overall it's a lot of fun, and the graphics are excellent. So if you're looking for a sports game with a twist, kick a few with the SDs.



GREAT GUNDAMS VS. THE ULTRA HEREOS

POWER UP AND CRUSH 'EM!

Q*bert 3

NTVIC
ACT./PUZ.
1 PLAYER
4 MEG
AVAIL. NOW

I can still remember playing Q*Bert for hours on my old Atari 5200, guiding my little orange freak to safety. Now some ten years later, here I am with my powerful 16bit system and what am I doing? ... Playing Q*Bert! only this time I've got more colors complex scrolling backgrounds and deeper more complex puzzles. Q*Bert on the SNES is done just about as well as it ever could be with cool music and sound effects and great adjustable playability. So if your an old fan or even a new-comer take a ride back to simplicity, It's just good clean fun!

BATTLECLASH

NINTENDO
SUPERSCOPE
1 PLAYER
4 MEG
AVAIL. NOW

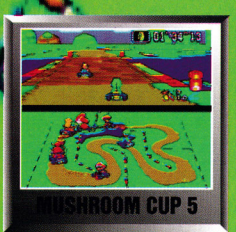
Nintendo's second entry for their Super Scope peripheral has arrived... Battle Clash. Jump into your giant ST (Standing Tank) and ready your weapons for some brutal one on one light gun combat. In each stage you'll run up against the toughest ST's around, complete with attitudes and special weapons of their own. Though this game does feature some good graphics and sound, I'm sorry to say that it falls short on diversity. All you really do is chase your opponent around the screen hoping he'll stay still long enough for you to use one of your 5 weapons. Although challenging at first, we got bored quickly and our squinting eyes began to give us a headache. I think that the Super Scope does show promise and is a worthwhile peripheral. However, to really shine, games like Space Gun, Strike Gunner, or T2 need to be introduced. If you're shopping for good graphics, Battle Clash delivers, but gun games need better play mechanics to hold my interest.

SUPER MARIOKART™

NINTENDO
RACING
2 PLAYER
8 MEG
AVAIL. NOW

FEATHER	STAR	RED SHELL	GRN. SHELL	MUSHROOM	BANNANA PEEL	COIN	GHOST	LIGHTNING
HIGH JUMPS	INVINCI-BILITY	GUIDED SHOT	REGULAR SHOT	SPEED UPS	SPIN OUT CARTS	2 COINS EACH	INVINC./ STEALING	SHRINK RACERS

Whenever Nintendo programs a game for their own system, you know it's going to be incredible. There's just something about a Nintendo game. I remember F-Zero fondly and have been anxiously awaiting another driving game by Nintendo. Super Mario Kart not only ends the wait, but brings back the masterful graphics and game play from F-Zero, not that they are at all alike, they're not, but they both set new standards of fun and longevity in the driving game genre. In Super Mario Kart you control one of eight characters straight from the cast of Mario World. Each character has different strengths and weaknesses, and each course presents new and different challenges giving Super Mario Kart great lasting power and challenge. During any race you can obtain weapons and items to help you win. Especially useful are the turtle shells (use these to hurl at the guy in front of you and send him spinning). Another good one is the invincibility star. This lets you go full speed untouched for a limited time and will usually allow you to dart into first (unless you're



SPECIAL CUP 5

STAR CUP 5

FLOWER CUP 6

MUSHROOM CUP 6

STAR CUP 6

way back). But, remember, the guys behind you have these items too, so watch out! Which brings me to another feature. In a one player game you get a rear view mirror to scope out the action behind you! ... Excellent!

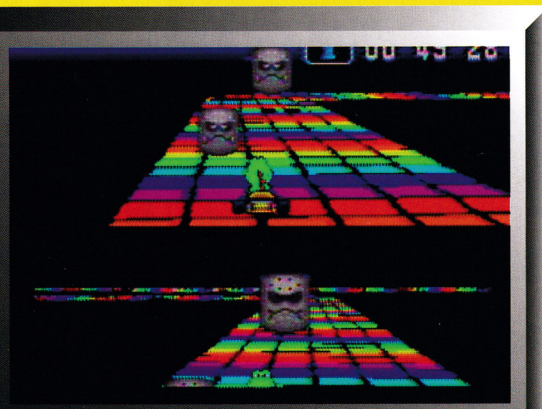
Either split screen two player or one, Super Mario Kart is a great racing game experience, but Nintendo didn't stop there, they also gave you an additional battle mode which is as much fun as the racing! Here it's every man for himself as you're turned loose in a maze packed with power ups. Each driver has three rotating spheres around his Kart. The first guy that pops all three is the winner. This addition to Mario Kart is great fun. Overall Mario Kart is the perfect driver and the only reason I can't give it a ten is because the FX chip is coming, and soon games like this may have scaling polygons. But for now, it's Mario Kart all the way for driving game players of all ages!

MUSHROOM CUP 7

FLOWER CUP 8

MUSHROOM CUP 9

STAR CUP 10


SPECIAL RAINBOW TRACK!

FLOWER CUP 11

STAR CUP 12

STAR CUP 14

BATTLE MODE 1

BATTLE MODE 2

BATTLE MODE 3

BATTLE MODE 4

The Magical Quest

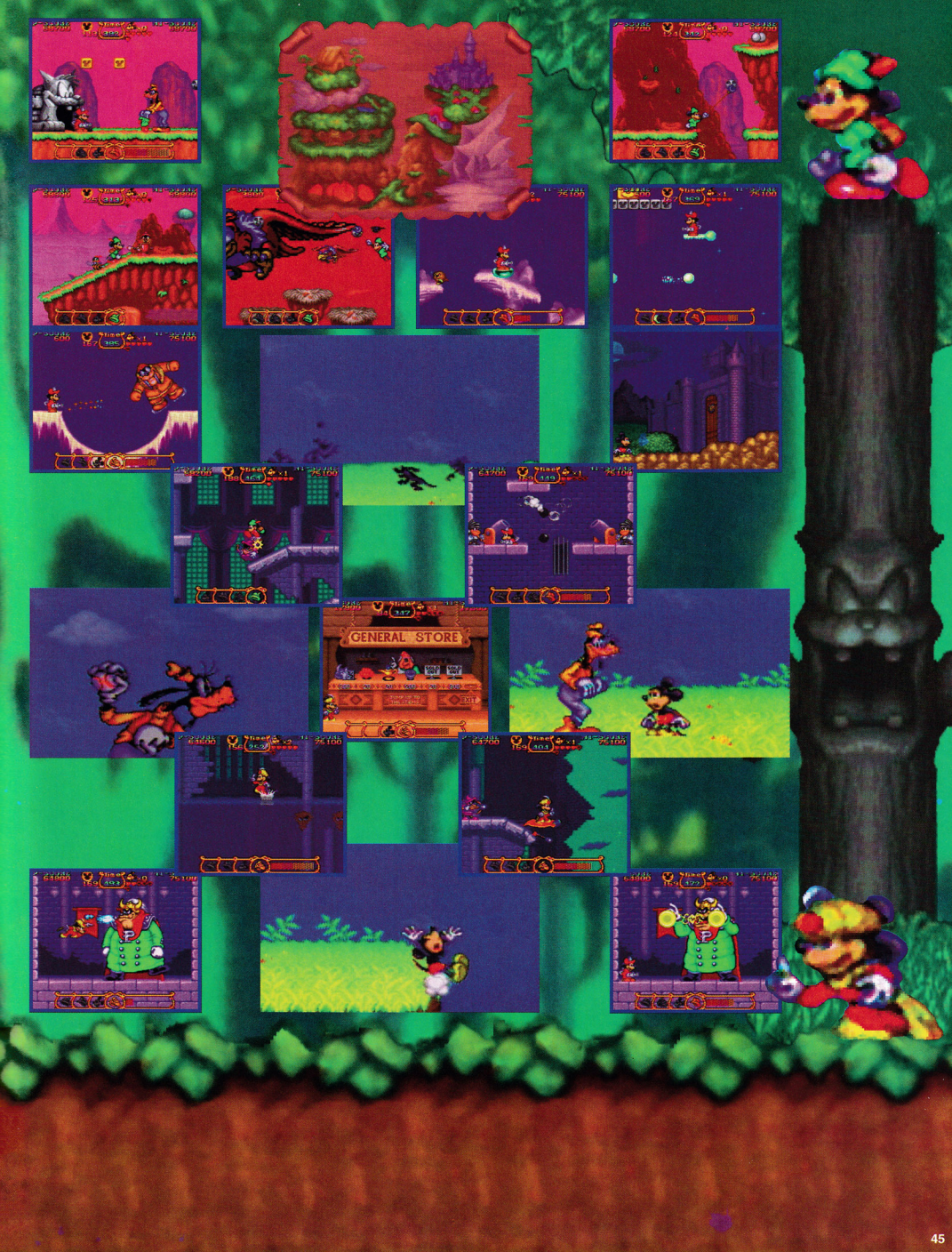
Starring MICKEY MOUSE

CAPCOM
ACTION
1 PLAYER
8 MEG
AVAIL. NOW

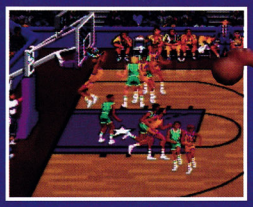
Mickey Mouse has arrived on the SNES in a new side scrolling adventure thanks to the creative programmers at Capcom. As Mickey, you must set out on a quest to rescue your pal Pluto, who's been kidnapped by the evil Emperor Pete. Luckily, you're not entirely alone on your search. Along the way you'll be aided by a friendly magician who has placed magic blocks throughout your path. These blocks have two purposes, one is a weapon, which when grabbed can be tossed at an enemy, the other is that you'll find behind many of these blocks will be special items like coins, fruit, extra health to extend your life, and an occasional 1up. Also at your disposal are three special costumes, (Magician, Firemen, and Mountain Climber) which you obtain throughout the game. Each has its own special powers and will come in handy throughout your quest.

The graphics and backgrounds are incredibly detailed and well drawn. All the characters look like they're straight out of a Disney story book, and almost every boss has some sort of Mode 7 special effect. The music is another plus, as it sets the mood and fits in perfect with the cartoon-like graphics.

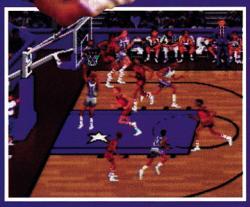
All in all, Mickey's Magical Quest is a quality game with too few short-comings to mention, and enough new features and clever game play to make it stand out above other games of its type. Be sure not to miss it!


GENERAL STORE

BULLS VS BLAZERS



EASN
SPORTS
2 PLAYER
8 MEG
AVAIL. NOW

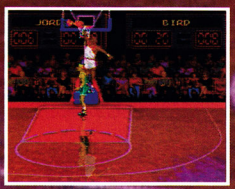


The kings of roundball are at it again, and this time they're dribbling on the SNES. EASN has delivered a very good NBA basketball simulation in Bulls vs. Blazers.

Although lacking the graphic intensity of NCAA Basketball, BB more than makes up for it with pro style game play that depends heavily on seeing the open man and making the quick pass. Control and animation are excellent and each team has a star player with his signature move. With full statistics and NBA play offs, Bulls vs. Blazers is another winner from EASN.

NBA ALL-STAR CHALLENGE

ACCLAIM/LJN
SPORTS
2 PLAYER
8 MEG
AVAIL. NOW



Acclaim and LJN are back on the court again with their first basketball game for the SNES, NBA Super All-Star Challenge.

All-Star Challenge is a one-on-one basketball game ala Jordan vs. Bird with a tournament mode, 3 point shootout and an option to play a game of horse. It features all 27 NBA teams with one player from each team available for one-on-one action. Each of the players in the game has been programmed to reflect the abilities and characteristics of his real-life counterpart.

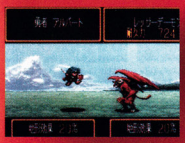
Graphically, NBA Super All-Star Challenge is a masterpiece. The court is almost photo-real with a high-resolution, digitized floor surface that is ultra-polished with reflections. The players have all been digitized from video footage of the actual players. The computer opponents are tough and it will take you a while to figure out the timing on your shot.

TALKO TIP : Play a 2 player game to learn how to execute your offensive and defensive moves. You can change the game to a timed game 12 minutes in length with winners outs and shoot until you feel you have mastered the controls.

I really enjoyed this game. NBA Super All-Star Challenge has fast action, a lot of options and superb graphics. It is not a dedicated basketball simulation, but it does provide hours of 2 player competitive fun. Lace up the Nikes, its time to hit the hardwood.

SUPER NINTENDO PREVIEWS

In Bandai's new action game, Kitaro's Adventure, you play a cyclops boy who features some of the most unique attack techniques we've ever seen. More next month.



Sunsoft's hot new RPG, Albert's Odyessy breaks new ground in role playing with Mode 7 fight scenes you'll have to see to believe. Look for a full review next month on the import, and pray it comes out in America. Where's all the RPG's?!

Seta's first game to use their new accelerator chip will be F-1 Exhaust Heat 2. Look for a full line up of 26 competitors (Part 1 had only 6), and super fast scaling. More next month.

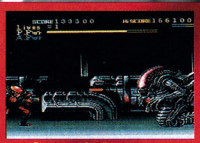
It's almost here! The long awaited Konami version of Batman Returns, sure to be one of the hottest action titles of '93. Check out the awesome driving scenes! Look for a full review in the next Game Fan.

Jaleco's jumping in to the fighting game wars with thier 12 meg Dead Dance. For more on this incredible new fighting game see Other Stuff in this issue!

Here comes another great Konami action platform game. From the looks of these shots, there's more to Tiny Toons than we thought. Besides incredible animation, it looks like there's some good 3D as well! See it all in Game Fan next month!

HORI COMMANDER

Check out the new Hori Commander stick for the Super Famicom, the first control pad to feature six buttons is here!



One of the most anxiously awaited titles for the Super NES, Aliens vs. Predator could be the side scrolling action game you've been waiting for. We'll give you a full review as soon as we can put our hands on one.

Hot on the heels of Fatal Fury, 2020 looks like another great translation from Takara.

These shots look extreamly close to the Neo Geo version. We'll bring you all the action in a future issue.

Culture Brain's all new addition to Super Chinese World, part 2, takes place in outer space, and features two player platform action all the way through. In this new version Jack has more power and Ryu has more technique. Looks pretty good, huh?

TurboDuo
GAME GEAR
COLOR PORTABLE VIDEO GAME SYSTEM
NEO GEO

Tommo

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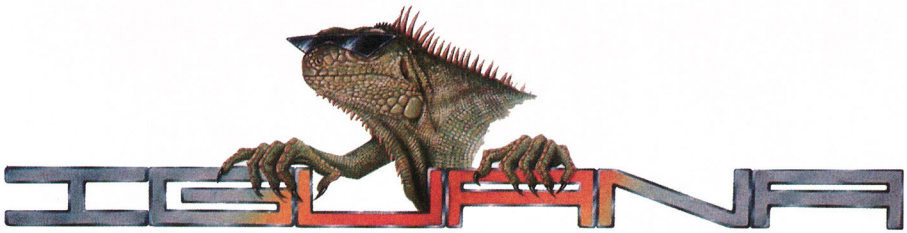

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TURBO TOONS

HIT THE ICE
VR. THE VIDEO HOCKEY LEAGUE

TAITO
SPORTS
2 PLAYER
4 MEG
AVAIL NOW

After playing Hit the Ice in 1990 for the PC Engine, I hoped it would make it's way to TG16, as it was one of the best (if not the best) sports games on the PC Engine, and here it is. Hit the Ice is not your normal game of hockey. It's a

2 on 2 fight for the puck, as you can slash, spin kick, hammer punch, body check, or stick thrust to floor your opponent and go for the goal. Especially cool are some of the player profiles like Phil Bunger. He lives in a cave during the off season,

hunts bears, and does not bathe often ... sounds like a nice guy. On offense, you can pass, flick a wrist shot, slap shot, super shot, or spin shot, and on defense you can punch or use your player's special attack moves. There's also some cool voice like "Why I otta...". You can

play verses, champion, or shot mode. The control is good as are the graphics. Hit the Ice is a lot of fun (especially with 2 players), making it a must for all loyal TG16 owners, and it's out now, so go get one...

System Update

CPU: CUSTOM (7.16 MHz)
HuCard Main RAM: 8K
HuCard Video RAM: 64K
CD-ROM Buffer RAM: 256K
CD-ROM ADPCM RAM: 128k x 4 bit
CD-ROM Backup RAM: 2K
CD-ROM BIOS RAM: 256K
Colors: 512 Simultaneously
Resolution: 320 x 224
Max. Sprite Size: 32 x 64
Max. Sprites on Screen: 64
HuCard Sound: PCM, 6 Channel
CD-ROM Sound: ADPCM Symh.
Sample Freq.: 1/2 to 1/16 of 32 KHz
Data bit Length: 4 bit
Outputs: Video & Stereo Audio

TTI's continuing support of their original system, along with the upgraded CD-ROM, looks like it's really paying off for loyal Turbo fans. There's a vast library of imports being ported over along with a strong line up of CDs to be announced for '93. Even though technically, the system is not superior, the programmers have become very familiar with the hardware, allowing them to produce quality software that holds up against today's competition. As long as games like Y's 1&2, Gate of Thunder, Air Zonk, Riot City, and Dungeon Explorer 2 keep coming out, the Duo is assured to remain strong throughout '93 and beyond.

Shadow of the Beast

This Psygnosis PC classic hit the Duo in '92, and proved to be the best home version so far, with one of the best soundtracks you'll ever hear, a much needed game setup screen, and all the colors and scrolls of the original.

Air Zonk

Here's what I'm talking about! Superb programming comes through. Air Zonk stands out as one of the best shooters of '92 on any system, and you just know these guys are working on Bonk 3!

Riot City

Well, every system needs one, and the Duo's finally getting theirs. It's 2 player side scroll fighting action, and best of all it's Duo. That means kill music too!

Forgotten Worlds

Even though FW isn't the perfect translation, it shows us that Capcom is supporting the system! What does that mean to us? ... SF2! 20 meg! and maybe Strider! ... and maybe ...

Dungeon Explorer 2

I can't wait for this one! I still play part 1! With the added features of the Duo, the sequel could very well be one of the top action/RPGs of '93!

Bonanza Brothers

This is the best version yet, rivaling even the coin-op, and it's available now (import version), and is, of course, 100% compatible with your U.S. system.

Gate of Thunder

Gate of Thunder shows off the new capabilities of the CD upgrade with great animation, a heavy metal soundtrack, hardly any loading, and multi-layered scrolling, and there's a sequel on the way ...

If Gates is any indication, then Lords of Thunder should be one intense shooter, and another great reason to own a Duo!

Shape Shifter

One of the first action games released for the Duo, ShapeShifter offers the player a unique side scrolling quest, in which you transform into different animals, along with some mild roll playing. SS shows a willingness to release more action titles for the Duo.

Exile

If you like your RPG's with a little action, Exile (1or2) is one game you shouldn't miss. Heavy on great action scenes, Exile is a good 1st RPG, and a worthy addition to the CD line up. But, for even better action, check out part 2! It's awesome ... ah ... compatibility

Lord of Thunder

Y's 1 & 2

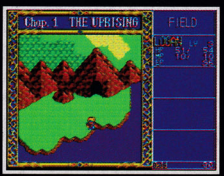
If you haven't experienced Y's, you should go now and buy a Duo, and call in sick. This classic RPG serves as a figurehead for the Duo rivaling any RPG on this system. Now we can look forward to part 4. Hold on to that Duo!

Buster Brothers

Practically a carbon copy of the coin-op, Buster Bros. remains 2 player on the CD-ROM, and features great music and excellent control. A must for action shooting fans who like a little strategy.

Jim Power

The Duo really needs some strong action platform games, and Jim Power is just the first. Combining side scrolling action and shooting, Jim Power looks promising.



Dragon Slayer

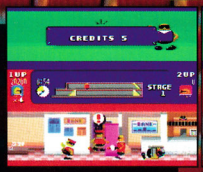
Another strong RPG for the Duo, Dragon Slayer is highly detailed and loaded with voice throughout the quest. NEC has always been strong on quality RPG's. Part 2 is already in the works giving RPG players even more to look forward to.

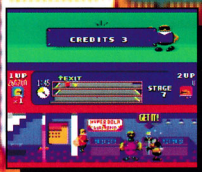
Shockman

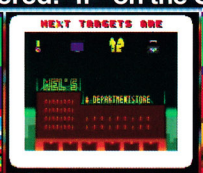
Better known as Shubibinman in Japan, here's Shockman. I've been wondering when they'd finally bring out this one. 1 or 2 players, especially 2, you will become fond of this char. quickly. SM is a great side scroll action game similar to Megaman, and wait until you see the CD sequel!

BONANZA BROS

NEC AVENUE
ACTION
2 PLAYER
SUPER CD
AVAIL NOW JAPAN







Looking for a great two player game for your Duo or PC Engine CD? With all the shooters of late, I'm sure you are, and this great version of the arcade classic, Bonanza Brothers, fits the bill. It's no Final Fight, but it's a very fun and well produced action game.

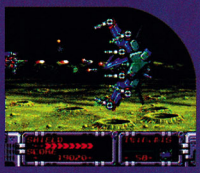
You control two comical cleptomaniacs through a series of heavily guarded locations, ducking in and out of every crevice in an effort to score your loot undiscovered. If one of the many guards does spot you, you'd better shoot fast, then make a break for it, or if you're lucky, there may be a press around so you can mash 'em and run for it.

Bonanza Brothers features a great CD soundtrack, nice animation and color, a lot of laughs, and perfect control, making it a worthy addition to your CD collection, and a good start on the quest for arcade translations on the CD-ROM.

SPRIGGAN mark 2

COMPILE
SHOOTER
1 PLAYER
Super CD
AVAIL NOW JAPAN

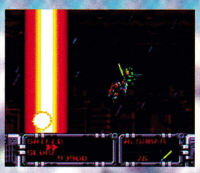
The second in the Spriggan series on the Duo/PC Engine CD, Spriggan Mark 2 packs all the punch a side scroll shooter can, including multi scrolling backgrounds, an ongoing (and on screen) story line, hordes of optional attack mechanisms (that you choose), vertical and horizontal game play, and

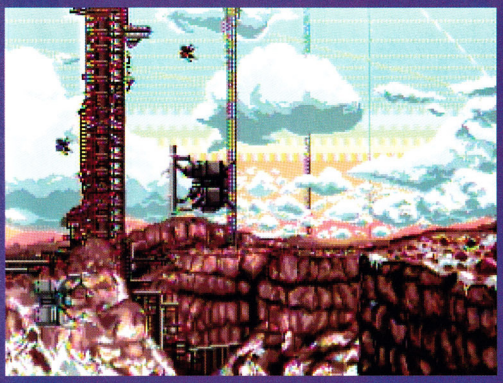


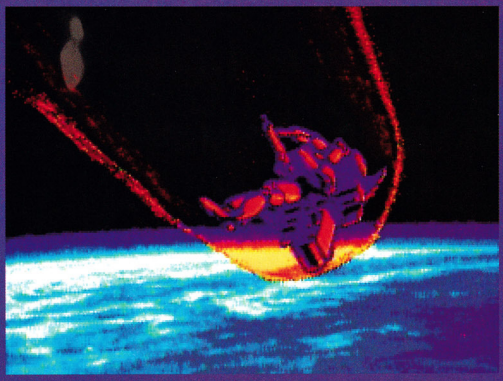
lots of colorful, diverse levels.

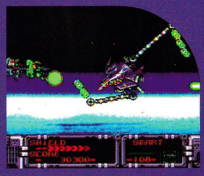
Spriggan of the Soul Empire is in an all out war against the invading Brizbara Empire. You control the Spriggan Suit, aided by other allies of the Spriggan army.

One of the nicest things about SM2 is the setup mode. As you progress, you are



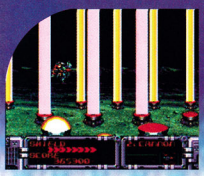




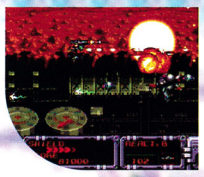


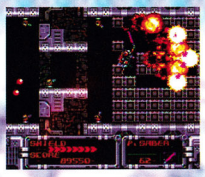
awarded new and more powerful arms, then you must choose which ones to bring into battle. This adds nice diversity and interaction to the game. Another stand-out is the on screen story. As you go through the game, you are in constant contact with both your comrades and your enemies, and at crucial moments, your allies will actually join you and assist you in battle,

sometimes even sacrificing their own life so that you may carry on. This feature really helps put the player in the game.



Add to all this some of the best graphics you'll find on Super CD, and you've got a shooter worth owning, even for a system that's a little heavy on shooters already. And, don't forget Super Darius and Gradius Gofer are coming to Super CD this quarter! ... So keep dodging and blasting, and I'll see you then.





SPRIGGAN

COMPILE/TTI
SHOOTER
1 PLAYER
CD
AVAIL. DEC.

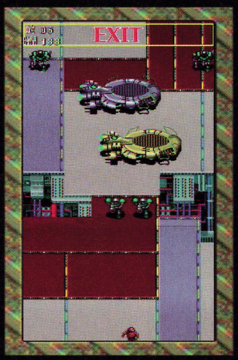
I can safely say Spriggan is not just another run of the mill shooter. Known for their high quality shooting games such as M.U.S.H.A. on the Genesis, Super Alleste on the SF, and most recently, Cyber Ninja Alleste on the Mega CD, Compile comes through big time here with a great overhead on the PC/Duo CD format. In the M.U.S.H.A. tradition, you control a huge CyberSuit piloted by Spriggan, ace pilot from the Soul Empire, utilizing a vast assortment of shooting techniques, Spriggan is stuffed with power ups. Other stand out features are a great animated intro and intermissions, an on going story line, great backgrounds, huge bosses, and a great CD soundtrack. I'll admit that Spriggan seemed more impressive when it came out back in '90, but it's still a high quality and very impressive shooter for the NEC CD's.

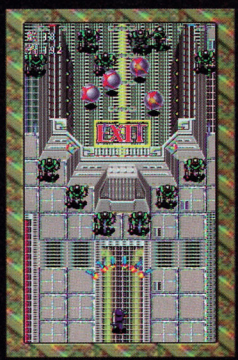
And, if you want more, there's the awesome sequel which uses the same formula in a side scroll format. Either way (or either one), the Spriggan series are two of the finest shooters on the PC/Duo CD.

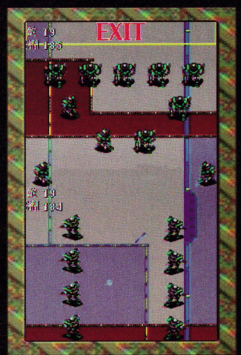
GAIN GROUND

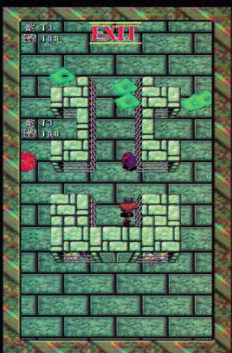
As a big fan of the Sega version, I was happy to find out that Gain Ground was coming out on CD. This new version features larger characters, faster game play, and a great CD soundtrack.

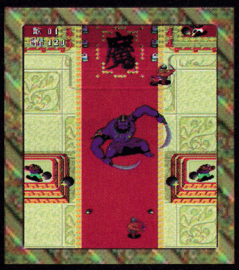
If you're not familiar with Gain Ground, let me give you some background. You control a huge cast of characters, each with specialized abilities, attempting to cross several different play fields, all with their own hidden secrets, in an action shooter that takes as much brains as skill. I found this version a bit easier than the Sega version, but it makes up for it in the great graphics and soundtrack. So, if you've never played Gain Ground, and you've got the system, this game is definitely worth a look.











JIM POWER

MICRO WORLD ACTION
1 PLAYER
SUPER CD
AVAIL. JAN.

As you know, if you own a Duo or Super CD, there are not enough platform action games around. Jim Power is the first in what will hopefully be a long line of games of this type.

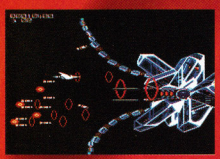
Jim power combines side scrolling action and shooting, as you traverse strange new worlds in an effort to rescue your kidnapped girlfriend. How many times have you heard this story?

Jim power is colorful, and does have some impressive graphics, but the control is a bit sloppy. Overall a good effort.

TURBO PREVIEWS

Stand out games this month, Cotton and Gradius Gofer look like big winners. Look for an expanded preview section next month.

Sega's popular arcade hit Cotton (in Japan) comes to the Super CD this month. If you own a Duo or Super CD, boy are you lucky. I can't wait to review this game.



Now here's a shooter worth having. Konami's Gradius Gofer hits Japan this month. Konami on the Duo ... alright!

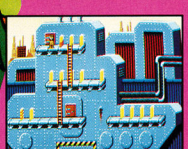
If you don't have enough overhead shooters already, here's your chance. Image Fight 2 is looking good.

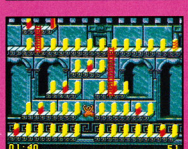
Magicool, Hudson's new 3/4 view action/RPG for Super CD looks like a great 2 player game. Check it out next month.

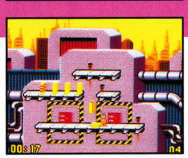
Yet another shooter for the Super CD, Kaiden 00 will be dissected by Game Fan next month. Seeya then!

FOR THE AMIGA, IBM PC, AND SUPER NES SYSTEM

Challenge yourself to Push-Over, a game where quick strategy and cunning are of the essence. As G. I. Ant, you must place each domino carefully in a row. Get 'em ready and set up to "push over." But beware! Each domino is programmed with special powers and abilities. Don't be a Push-Over and let this backfire on you!







Top two screens shown above are from the IBM PC version of the game. Bottom two screens shown are from the Super NES version of the game.

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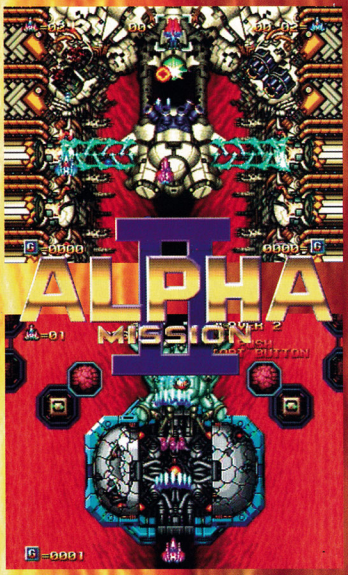
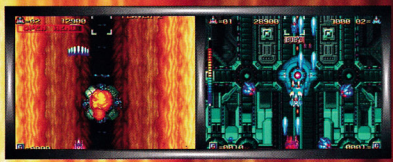
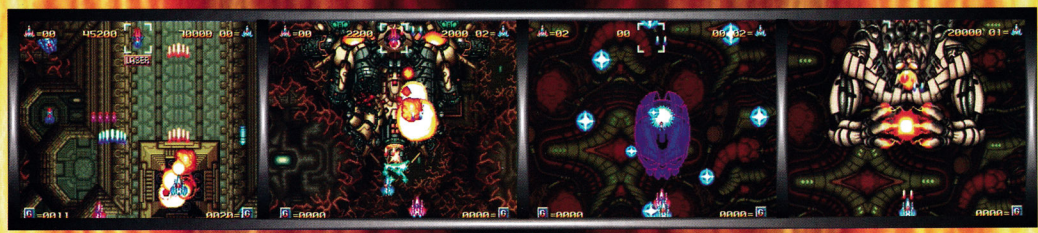


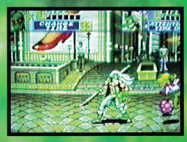


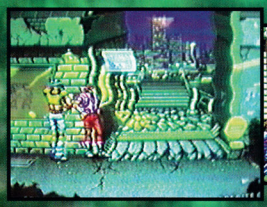
If you're looking for a good 2 player co-operative shooter, look no further than Alpha Mission II. This epic shooter packs just about everything you could ever want in an overhead. Great music, lots of colors, hardware scaling, and huge enemies stretching up to four screens long!

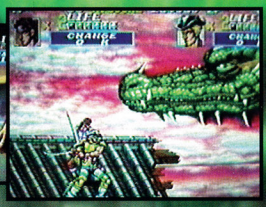
You and a friend take control of your SYD-FX attack ships and embark on a mission of galactic proportions. In the Neo Geo tradition, you don't simply shoot the bosses, you must strategicly tear them apart bolt by bolt and do this without making any mistakes. Your arsenal of weapons consist of The Black Hole, Fiery Pheonix, Bubble, Fire, Homing, Thunder and a Nuclear explosion. I logged a lot of hours on this one (without my memory card!) This one is Neo Geo all the way! *Definitly check it out!* (You wont be disappointed).



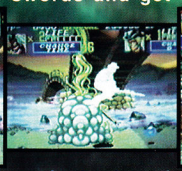
SNK
FIGHTING
2 PLAYER
74 MEG
AVAIL. DEC.







Recently, the Neo Geo has been bombarded by quality one-on-one fighting games. In case anyone wasn't noticing, the new Neo Geo games are improving in quality (to say the least) and Sengoku 2 is no exception. Sharpen up your samurai swords and get



ready to travel through time in the long awaited sequel to Sengoku. Everything has been improved in this 74 meg monster! The graphics are more detailed and are much more colorful than it's predecessor. There seems to be more frames of animation in all the characters, and everything about the game flows

exceptionally well. The sound effects and music are awesome, as are the graphics and playability. All the characters that you can choose from have an awesome special attack, and each one is unique.. Overall, I came away from this game with a good impression (I like the fact that you can block, and you can see your player from many angles). The only chink in the armor is that it's a bit too easy and the experience is over much too quickly (only 4 levels). That, however, does not distract from a great game. This one is sure to be a big winner

BLUE'S JOURNEY

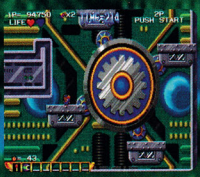
ALPHA DENSHI
ACTION
1 PLAYER
47 MEG
AVAIL NOW

Save the planet Raguy from evil Darumas' polluting industrialization, which is choking the beautiful Stars environment in Blues Journey.

If there were more games like Blues Journey out for the Neo Geo, a lot more people would probably own one. If you like Mario style action platform games, this one will surely dazzle you like no other. The backgrounds and music are incredible and the game play is totally unique. You can stun an enemy (or multiple enemies) and stack them spinning on your head, then hurl them at other attackers. If you don't use a memory card the game is long and challenging with two paths to choose from for extra diversity. Along the way you'll find bombs, boomerang blades, and other power up items to help you through each level, and there are also shops and huts where you'll buy information. The bosses in Blues Journey are also unique, scaling out and taunting you, and usually

laughing like you're some useless dweeb for them to roast.

To sum it up, I would have to say that after playing all the trademark kick and punch Geo action games, this one stands out as my favorite. It would be nice to see more of the same on the Neo Geo.



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Fight!

Fight!

Whether you like it or not Street Fighter 2, with all its success, has created a fighting game frenzy, with many companies trying to take advantage of the popularity of fighting games. For that reason we feel that is our responsibility, as the game players' game magazine, to guide you through this sea of new fighting games and make sure you don't get stuck with a dud. Here are 11 of the newest fighting games reviewed by some of the best fighting game experts in the world. We will bring you reviews on all the other new fighting games as they come out.

FATAL FURY™

TAKARA
FIGHTING
2 PLAYER
12 MEG
AVAIL 1st QTR.

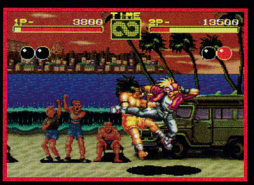
Super Famicom

Neo Geo

Here They Are! You Be The Judge.

Super Famicom

Neo Geo



Last year SNK released the infamous Fatal Fury for the Neo Geo. Now, one year later, Takara brings it out for all the SNES owners to enjoy.

Now to see if 12 megs can match the monstrous 55 megs the SNK offers. In the Neo Geo version you have three fighters to choose from, each with their special attacks. On the SNES version Takara took it a step higher, sorta. Player one has the same characters to choose, but player two has the ability to choose from one of the eight bosses. Now one question, why let player two have all the fun of playing the bosses and not player one? It's beyond me. The SNES version has all the special attacks the Neo Geo has, but lacks most of the cool voices. Graphically, the SNES holds up pretty close to the Neo Geo, loosing only some of the crowds in the background and shrinking the size of background buildings. Character wise, the graphics, as you can see, are very close. So, what about the music? Well ... this is what separates the men from the boys. Neo Geo has the full jammin' music from heavy metal guitar, to little Asian men chanting while playing instruments. The SNES version doesn't stand close. The songs are the same, but don't have the impact of horns, drums, and gongs like the Neo Geo.

Okay, time for an over all comparison. For the SNES, Fatal Fury has to be one of the best one-on-one fighting games for the system. It has large characters and special attacks that use joystick movement, instead of just pushing buttons. For what it lacks in sound effects and music, it makes up in graphics and game play. For the Neo Geo, Fatal Fury is definitely one for your collection. The music hypes you up for a fight, and the sound effects are awesome. But, if you don't have a Neo Geo, this is the next best thing.

Power Athlete

KANEKO
FIGHTING
2 PLAYER
8 MEG
AVAIL NOW

Of all the games reviewed here this one to me was the biggest surprise, I mean, Keneko isn't exactly known for their fighting games. Never the less, Power Athlete is a good solid fighter with SF2 style game play, and colorful multi-scrolling backgrounds. I was especially fond of Baraki. He's from the Stone Age, and sports some cool Blanka style moves. All the characters in Power Athlete have interesting personalities. Overall Power Athlete stands out as one of the best fighting games on both the SNES and Genesis.

WARREN GAOLUON NICK VAGNAD REAYON BARAKI JOE BUOH

北斗の拳6
FIST OF THE NORTH STAR 6

TOE
FIGHTING
2 PLAYER
12 MEG
AVAIL NOW

Fist of the North Star Six is the latest installment in a series of games based on the popular Japanese cartoon, "Fist of the North Star". The previous 5 North Star games have all been RPG's, but the programmers decided to make this a one-on-one fighting game. Although this game packs 12 megs of power, the main intention is not to compete with Street Fighter 2. The goal here is to satisfy North Star fans and give them a taste of street fighting action. Viewed from this perspective, Fist of the North Star 6 is a success with huge characters and excellent graphics, but actually what it offers to fighting game enthusiasts is mild at best.

ART OF FIGHTING

SNK FIGHTING 2 PLAYER 102 MEG AVAIL. NOW

You asked for it, now you've got it. SNK's 102 mega shock, Art of Fighting. One word for this game, "Wow!". Two more words, "Look out!". This game has it all, huge full screen characters, unreal music, fast, smooth scaling, incredible backgrounds, and special attacks that no other fighting game can come close to. In the one player mode, you can choose from 2 characters, Ryo and Robert. Ryo, orphaned at 10, discovered his incredible strength after the mysterious Mr. Karate kidnapped his sister Yuri, and all though looked after by Robert, Robert is his greatest rival. Ryo has five special attacks, one still undiscovered. Robert, son of a multi-millionaire, was sent to the imperial academy to study Karate (get this), under Ryo's father's discipline. Nice story tie-in. Robert, like Ryo, also has five special attacks, and in the verses mode you can be any character. Everyone at Game Fan agrees, Art of Fighting is the new champion!

STREET FIGHTER II

You've seen 'em in the arcade, now you can bring all the excitement home, with a little help from the Pro Action Replay. Designed to work for all the Super NES games, it works especially well with Street Fighter 2, enabling you to perform all the neat tricks the Turbo version has to offer. Being able to enter four codes at once, you can customize your cartridge, and breath new life and new strategy into your game. You thought you mastered the game, now you can perform combos never possible. The Pro Action Replay makes it a new game.

CAPCOM FIGHTING 2 PLAYER 16 MEG AVAIL NOW

CODE: 7E0E D10A & 7E0C B200

CODE: 7E0C B200

CODE: 7E0E D108

CODE: 7E0C D109 & 7E0E D10A

OTHER CODES

7E0C B909
FAST FIREBALLS
7E0C 6030
TURBO
7E0E 3249
QUCIK D. PUNCH
7E0C 8900
NO STARS
7E0C B201
NO SPECIAL MOVES

WE GOT THIS CLOSE, HOW CLOSE CAN YOU GET?!

CODE: 7E0E D108 & 7E0C D108

CODE: 7E0E D10A & 7E0C 1635

CODE: 7E0E D109

CODE: 7E0C D109 & 7E0E D108

OTHER CODES

7E0C 1645
INVISIBLE
7E04 B300
RYU RED FIREBALLS
7E0D 9904
AUTO FLASH KICK
7E0D 9608
AUTO D. PUNCH
7E0C 2030
BLANKA ELEC. ROLL

CODE: 7E0E D109

CODE: 7E0C 1635

CODE: 7E0E D10B

BATTLE BLAZE

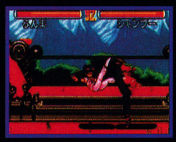
AMER. SAMMY FIGHTING 2 PLAYER 8 MEG AVAIL 1st QTR '95

Battle Blaze, although not as intricate with moves as games like Street Fighter 2 and Art of Fighting, has got some of the nicest looking graphics you'll find on the SNES. And, if you can get your hands on the import (shown here), you'll find the sexiest female ever to grace a game screen. After each fight you can view the departing soul of your defeated opponent, and the last boss (whom you can be with a little trickery) is as evil and fierce as they come. Worth a look.

らんま½ 2

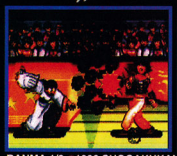
RANMA

N.C.S.
FIGHTING
2 PLAYER
12 MEG
AVAIL NOW



If you played the first installment, you'll know why we think this version could be one of the best fighters this year.

Programmed by the wizards at N.C.S. (Prince of Persia, and Cybernator), Ranma 2 promises to be loaded with excellent character animation, great moves, and lasting playability. Characters include: Ranma Saotome (Male and Female), Hikari Gosunkugi (The Bull), Ukyo Kuongi (Ranma's Fiance), Moose, King Bakuchiou, and Panstock Taro (who transforms). Some of the new moves in part 2 will blow you away. Special moves will be executed by holding back, then forward, (the longer you hold back, the stronger the move.) hitting buttons quickly, or hitting two buttons simultaneously. Get ready for another great fighting game from N.C.S.



RANMA 1/2 ©1992 SHOGAKUKAN/N.C.S. MAYSA

らんま½

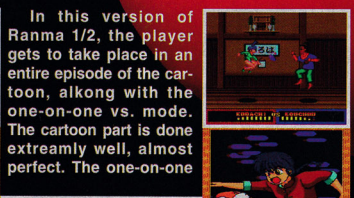
RANMA

N.C.S.
FIGHTING
2 PLAYER
Super CD
AVAIL NOW

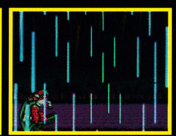
ブラスナンバーズ

BRASS NUMBERS

LASERSOFT
FIGHTING
2 PLAYER
8 MEG
AVAIL NOW JAPAN



Ranma 1/2 CD is in this version of Ranma 1/2, the player gets to take place in an entire episode of the cartoon, alkong with the one-on-one vs. mode. The cartoon part is done extreamly well, almost perfect. The one-on-one however, is just not there. With just two buttons and a power up guage for your one special move, as a fighting game Ranma 1/2 CD just doesn't cut it. Buy it for the animation.



All the ingredients for a good fighter are here, line scrolls, 6 characters to choose from, each with special moves, and 5 different locations. Unfortunately though, the characters have too few frames of animation, and are hard to identify with, and the music just doesn't fit. There's also an annoyingly long wait between fights. LS would have been better served with more emphasis on the character art and game play, rather than trying to duplicate those SF2 line scrolls. A good effort but falls a little short.

RANMA 1/2 ©1992 SHOGAKUKAN/N.C.S. MAYSA

MORTAL KOMBAT

TAITO
FIGHTING
2 PLAYER
ARCADE
AVAIL NOW

GENERAL MOVES:

back+low kick	=	foot sweep
low+any punch	=	uppercut
repeated low punch	=	jab punches (low damage, fast)
repeated high punch	=	jab punches (more damage, fast)
low+low kick	=	upward kick (the only move that goes through jab punches)
low kick	=	knee
back+high kick	=	roundhouse high kick
close,forward+low punch	=	throw

SPECIAL MOVES:

Cage
green firebolt: back,back,forward,low punch
slide kick: back,back,forward,low kick
stomach punch: down+block+lowpunch
fatality: uppercuts your head clean off your body,
three times forward, high punch

Kano
spin: block+spin (block not really needed)
knife: back,forward+block; block+wiggle
headbutt: close & highpunch
fatality: pulls out your still beating heart
halfspin+lowpunch, also back-forward+lowpunch

Scorpion
harpoon: back,back,lowpunch
teleport punch: quarterspin from low to back, high-punch
fatality: takes off mask and chars you to a crisp with his flame breath
block(held),up up. distance about 6 feet.

Sub-Zero
freezeray: quarterspin from low to back, highpunch
slide: back+bottom three buttons
fatality: pulls out your head and spine
1/4 turn starting at duck and moving it towards your victim, finish it off with a high punch>

Sonya
leg throw: crouch+bottom three buttons
flying attack: forward,back,highpunch
sonic rings: back,back+lowpunch or wiggle between low and forward+lowpunch
fatality: kiss of death. blows fireball off her palm that crisps you down to a skeleton.
TWO times forward,TWO times back,blockRaiden

Raiden
lightning: quarterspin from duck to forward,low-punch
flying attack: back,back,front,any button
teleport: down,up
fatality: lightning at close range blows your head off
TWO times forward,THREE times back,high punch

Liu Kang
fireball: doubletap forward+highpunch
flying kick: doubletap forward+highkick
fatality: cartwheel kick and uppercut
spin joystick (clockwise if you're left of opponent, else counterclockwise)

SPECIAL FATALITY MOVES:

The following three require you to be at the right distance which is about 2 character lengths away. once you find the right distance you can get it about every time.
Liu Kang: Does a double-kick thingy and uppercuts. (not real impressive) clockwise circle if left of opponent, counter-clockwise if right.
Raiden: Electrocutes your victim causing his/her head to blow-up. Tap TWICE towards your victim and then THREE times away from him/her then hit the high punch.
Scorpion: Pulls his mask off and burns his victim. The other easy one to pull off. Hold down block and tap up TWICE.
SONYA'S DEATH MOVE CAN BE PERFORMED AT ANY DISTANCE.

Double tapping down and back makes moves easier. Hit the guy once...works well with most characters. For instance, with Sub Zero just slide as your first move, then low punch, high punch, low, high, etc. He'll just sit there inching forward and blocking. Time runs out and you win on points.

Actually, alternating high and low works against a lot of the computer players. They just keep walking into it. Adding a freeze or whatever after a few iterations usually wraps it up (yes, this is on version 2).

For Goro, knock him down once, and walk up to him and as he is getting up, give him an uppercut (low+any punch). It will always knock him down (he doesn't block!)

Almost every arcade you walk into nowadays is flooded with one-on-one beat 'em ups. Only one can truly capture the realism of character animation and blood and guts. Mortal Kombat definitely has both, along with full digitized backgrounds, and bone breaking sound effects.

The game is very unique using huge digitized characters with real life movements, four attack buttons and, oddly enough, a block button. The cast of fighters are equipped with special attacks and a fatality move that'll have you calling the coroner.

The game is difficult to learn, being so different from the rest, but practice will definitely be rewarded when you can pull the still beating heart out of your opponent. Fortunately, the characters are easy to control and once you get used to blocking, the game is very addictive.

Although not as popular as SF2, Mortal Kombat has the best graphics any fighting game has to offer, with punches and kicks that'll knock the blood out of your mouth, and a last boss that uses claymation effects never seen in a video game before. Can't wait to play the Sega CD version!!!!

ULTIMATE FIGHTER

CULTURE BRAIN
FIGHTING
1-8 PLAYERS
12 MEG
AVAIL NOW

Ultimate Fighter takes Street Fighting action one step further in this unique one-on-one fighting game. What really makes this game stand out above others is its four modes of play called the HIRYU NO KEN system.

Each mode has something different to offer: In the expert mode, you can master over 120 fighting techniques, and is for die hard fighting fiends. The fighting mode is side scrolling action, where you can execute simple attacks and are not required to block (comparable to Final Fight). The animation mode is for RPG players, with an involving story line and long quest, where all the fighting is done simulation style. Lastly there's the vs. tournament mode, here up to 8 players can battle it out one-on-one.

The fighting in Ultimate Fighting, (not the sluggish import version) is excellent, with great character art, easily executed special moves, and good sound effects, making Ultimate Fighter a great game, whether you're into action or fighting, there's something here for everybody.

FINAL ANALYSIS

	Enquirer	Tom Slick	Skid	Brody	K Lee
Art of Fighting	98%	95%	99%	99%	95%
Street Fighter 2	100%	88%	97%	95%	99%
Brass Numbers	62%	42%	20%	60%	40%
Ramna 1/2 CD	77%	70%	30%	75%	46%
Fatal Fury	82%	74%	70%	85%	79%
Power Athlete	90%	80%	90%	87%	85%
Battle Blaze	79%	79%	70%	80%	69%
Fist of the North Star 6	45%	42%	50%	38%	65%
Mortal Kombat	95%	82%	98%	93%	94%

Although the only perfect score went to SF2, to our surprise, after over 200 hours of game play the overall winner is Art of Fighting. We all became totally addicted to the fast action, awesome sound effects and smooth scaling. And an honorable mention goes to Keneko for Power Athlete (Power Moves). This is a strong game from a company not known for their fighting games. Good job.

*NOTE: Ranma 1/2 part 2 was not reviewable at press time, so we'll have to bring you the review on that one next month.

GOLDEN MEGAWARDS

Game Fan's Best of 1992

Well here it is, our picks for outstanding achievement for 1992. Everyone involved in the voting process played and beat every game mentioned. We don't judge games on one level, we play and beat everything. It was a good year, a little slow at first, but in the end we ended with a lot of great games. Missing in '92 were Megaman, Metroid, and Battletoads on the SNES, a lot of no-shows on the Lynx, the mysterious Jaguar system, and any platform, action, RPG or 3D games on the Neo Geo. Hopefully '93 will bring us these and many more like them with the dawn of CD-ROM and cross-licensing. It is our opinion that the next year will determine which game systems we will really settle in with in the years to come.

BEST ACTION PLATFORM

SKID: WONDERDOG (SEGA CD)
BRODY: SONIC 2 (GEN)
TOM SLICK: SONIC 2 (GEN)
THE ENQUIRER: WORLD OF ILLUSION (GEN)

HONORABLE MENTION: GLOBAL GLADIATORS (GEN)

BEST ONE ON ONE FIGHTING

SKID: ART OF FIGHTING (NEO)
BRODY: ART OF FIGHTING (NEO)
TOM SLICK: ART OF FIGHTING (NEO)
THE ENQUIRER: STREET FIGHTER 2 (SNES)

HONORABLE MENTION: WORLD HEROES (NEO)

BEST ACTION FIGHTING

SKID: T.M.N.T.: HYPERSTONE HEIST (GEN)
BRODY: STREETS OF RAGE 2 (GEN)
TOM SLICK: STREETS OF RAGE 2 (GEN)
THE ENQUIRER: STREETS OF RAGE 2 (GEN)

HONORABLE MENTION: SUPER DOUBLE DRAGON (SNES)

BEST MOVIE GAME

SKID: ALIEN 3 (GEN)
BRODY: ALIEN 3 (GEN)
TOM SLICK: ALIEN 3 (GEN)
THE ENQUIRER: STAR WARS (SNES)

HONORABLE MENTION: T2 (GEN)

BEST SHOOTER

SKID: AIR ZONK (TG-16)
BRODY: THUNDERFORCE 4* (MD)
TOM SLICK: THUNDERFORCE 4* (MD)
THE ENQUIRER: SPACE MEGAFORCE (SNES)

* LIGHTNINGFORCE IS THE AMERICAN NAME

HONORABLE MENTION: VIEWPOINT (NEO)

BEST CARTOON GAME

SKID: TAZMANIA (GEN)
BRODY: WORLD OF ILLUSION (GEN)
TOM SLICK: TAZMANIA (GEN)
THE ENQUIRER: WORLD OF ILLUSION (GEN)

HONORABLE MENTION: MICKEY'S MAGICAL QUEST (SNES)

BEST RPG

SKID: SOUL BLAZER (SNES)
BRODY: ZELDA 2 (SNES)
TOM SLICK: ZELDA 2 (SNES)
THE ENQUIRER: ZELDA 2 (SNES)

HONORABLE MENTION: LAGOON (SNES)

BEST PUZZLE GAME

SKID: Q*BERT 3 (SNES)
BRODY: LEMMINGS (GEN)
TOM SLICK: KRUSTY'S FUN HOUSE (GEN)
THE ENQUIRER: Q*BERT 3 (SNES)

HONORABLE MENTION: ON THE BALL (SNES)

BEST SIMULATION

SKID: STEEL TALONS (GEN)
BRODY: STEEL TALONS (GEN)
TOM SLICK: BATTLETANK (GEN)
THE ENQUIRER: STEEL TALONS (GEN)

HONORABLE MENTION: WAIALAE (SNES)

BEST SPORTS

SKID: BASEBALL STARS 2 (NEO)
BRODY: MADDEN '93 (GEN)
TOM SLICK: BASEBALL STARS 2 (NEO)
THE ENQUIRER: BASEBALL STARS 2 (NEO)

HONORABLE MENTION: NCAA BASKETBALL (SNES)

BEST DRIVING

SKID: MARIO KART (SNES)
BRODY: TOP RACER (SNES)
TOM SLICK: MARIO KART (SNES)
THE ENQUIRER: MARIO KART (SNES)

HONORABLE MENTION: ROAD RASH II (GEN)

BEST STRATEGY

SKID: WARSONG (GEN)
BRODY: RAMPART (SNES)
TOM SLICK: WARSONG (GEN)
THE ENQUIRER: RAMPART (SNES)

HONORABLE MENTION: ROMANCE OF 3 KNGDMS. 2 (SNES)

BEST ACTION ADVENTURE

SKID: LEGEND OF MYSTICAL NINJA (SNES)
BRODY: CYBERNATOR (SNES)
TOM SLICK: PRINCE OF PERSIA (SNES)
THE ENQUIRER: LEGEND OF MYSTICAL NINJA (SNES)

HONORABLE MENTION: ALISIA DRAGOON GEN)

BEST ARCADE TRANSLATION

SKID: STREET FIGHTER II (SNES)
BRODY: STREET FIGHTER II (SNES)
TOM SLICK: STREET FIGHTER II (SNES)
THE ENQUIRER: STREET FIGHTER II (SNES)

HONORABLE MENTION: ATOMIC RUNNER (GEN)

BEST HAND HELD GAME

SKID: SHINOBI 2 (GAME GEAR)
BRODY: DRACULA (LYNX)
TOM SLICK: DRACULA (LYNX)
THE ENQUIRER: MARIO 2 (GAME BOY)

HONORABLE MENTION: BATMAN RETURNS (GAME GEAR)

BEST GAME MUSIC

SKID: WONDERDOG (SEGA CD)
BRODY: STREETS OF RAGE 2 (GEN)
TOM SLICK: SUPER ADVENTURE ISLAND (SNES)
THE ENQUIRER: LEGEND OF MYSTICAL NINJA (SNES)

SPECIAL THANKS TO YUZO KOSHIRO FOR KEEPING US ALL ROCKIN'

HONORABLE MENTION: VIEWPOINT (NEO)

BEST BOSS

SKID: WONDERDOG SMOKE RING BOSS
BRODY: THUNDERFORCE 4 LEVEL 5 (GEN)
TOM SLICK: THUNDERFORCE 4 LEVEL 5 (GEN)
THE ENQUIRER: MYSTICAL NINJA SCALING FACE (SNES)

HONORABLE MENTION: AXELAY LEVEL 2 (GEN)

BEST SOUND EFFECTS

SKID: GLOBAL GLADIATORS (GEN)
BRODY: GLOBAL GLADIATORS (GEN)
TOM SLICK: SUPER STAR WARS (SNES)
THE ENQUIRER: SUPER STAR WARS (SNES)

HONORABLE MENTION: ALIEN 3 (GEN)

BEST INTRO

SKID: WONDERDOG (SEGA CD)
BRODY: WONDERDOG (SEGA CD)
TOM SLICK: WONDERDOG (SEGA CD)
THE ENQUIRER: OUT OF THIS WORLD (SNES)

HONORABLE MENTION: PRINCE OF PERSIA IMPORT (SF)

BEST CHARACTER

SKID: WONDERDOG (SEGA CD)
BRODY: CYBERNATOR (SNES)
TOM SLICK: DHALSIM (SNES)
THE ENQUIRER: GUILE (SNES)

HONORABLE MENTION: LINK (SNES)

BEST NEW PERIPHERAL

SKID: SEGA CD (GEN)
BRODY: SEGA CD (GEN)
TOM SLICK: SEGA CD (GEN)
THE ENQUIRER: SEGA CD (GEN)

HONORABLE MENTION: ACTION REPLAY (GEN & SNES)

BEST GAME

SKID: WONDERDOG (SEGA CD)
BRODY: CYBERNATOR (SNES)
TOM SLICK: STREETS OF RAGE 2 (GEN)
THE ENQUIRER: STREET FIGHTER II (SNES)

HONORABLE MENTION: SONIC 2 (GEN & SNES)

WORST GAME

SKID: ALL THQ GAMES
BRODY: ALL THQ GAMES
TOM SLICK: ALL THQ GAMES
THE ENQUIRER: ALL THQ GAMES

DISHONORABLE MENTION: GUNFORCE (SNES)

BEST IMPORT GAME

SKID: LANDSTALKER (MD)
BRODY: PARODIOUS (SF)
TOM SLICK: LANDSTALKER (MD)
THE ENQUIRER: FINAL FANTASY V (SF)

HONORABLE MENTION: LUNAR (MEGA CD)

BEST MUSIC IMPORT GAME

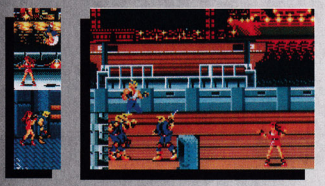
SKID: LUNAR & FHEY ARIA (TIE) (MEGA CD)
BRODY: NOBUNAGA'S NINJA FORCE (MEGA CD)
TOM SLICK: NOBUNAGA'S NINJA FORCE (MEGA CD)
THE ENQUIRER: FINAL FANTASY V (SF)

HONORABLE MENTION: VILGUST (SF)

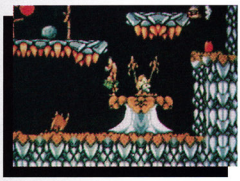
HANDS ON PORTABLES

BY Hands on Harry

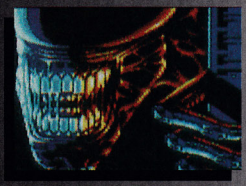
This month we're going to concentrate on the Game Gear. This once tired hand held has had a consecutive run of good titles lately with more on the horizon, and our ace international corespondent, Kei Kuboki, got a look at Shining Force for the Game Gear while in Japan at the Sega World Show, and tells us that it compares to even the 16 bit version. Could there be an upgrade for the Game Gear in the near future? I wouldn't be surprised. It seems Sega's got quite a few tricks up their sleeves lately. Let's hope this run of good games continues. Harry starts to wig when no good games come out, so we'll be bringing him to the CES to check out all the newest hand held games for the next month's Hands On ...

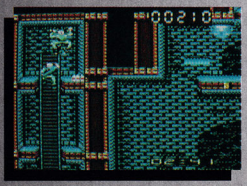


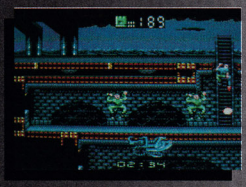
Streets of Rage comes to the Game Gear and believe it or not it's a pretty faithful translation of the Genesis version. The only drawbacks we found were the absence of the police car power-up and the option of picking Adam. They did, however, manage to squeeze in the Yuzo tunes, Axel and Blaze's trademark moves, and even a scroll or two! This version also features all of the colors and background scenery that made the Genesis version such a hit. Another great feature is the 2 player link-up option .. Definitely recommended.



The only thing missing in the GG version of Chuck Rock is the background. Other than That it has all the look and feel of the original, and a password feature. A definite must for Chuck Fans!

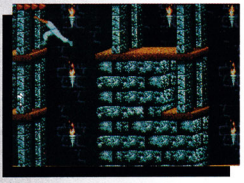


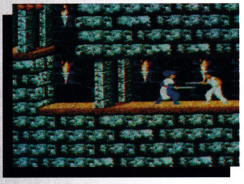




Here's another great new game for the Game Gear. Acclaim has managed to keep this pretty faithful to the Genesis version, they even managed to throw in a scroll. Harry says he takes this one on long journeys so it must be hard. Good stuff!

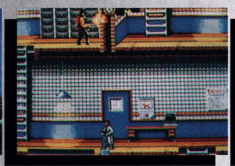
A lot of the review staff at Game Fan feel that this version of Prince of Persia is better than the Sega CD version

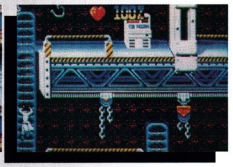


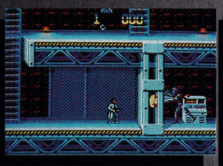


87%

With smooth animation and great control, all that's missing is the music. For a Game Gear game this is a real masterpiece. Harry says he'd put it up against any version (except for the SNES), so it must be incredible. What ever you do, don't miss it!







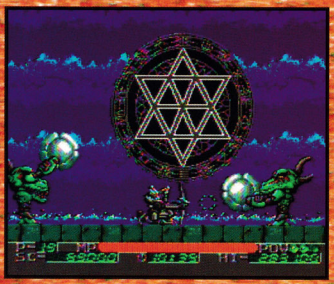
Are you looking for some pumpatude for your Game Gear? If you are, buy this Terminator game or I will pummel you like a girlieman into little pieces. Not even your best friend will be able to find you. Seriously, Terminator looks awesome for the Game Gear. So take Arnie's advice. It's coming soon!

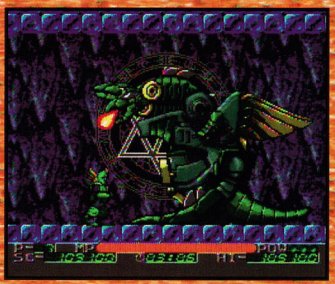
The 2nd ever 4 meg GG game, Defender's of the Oasis, is sure to be the best RPG ever for a hand held system. Let's hope they bring out more 4 meg'ers in the future. We'll give you our review in next month's Hands On.

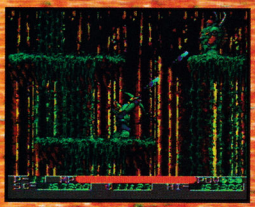
The Graveyard

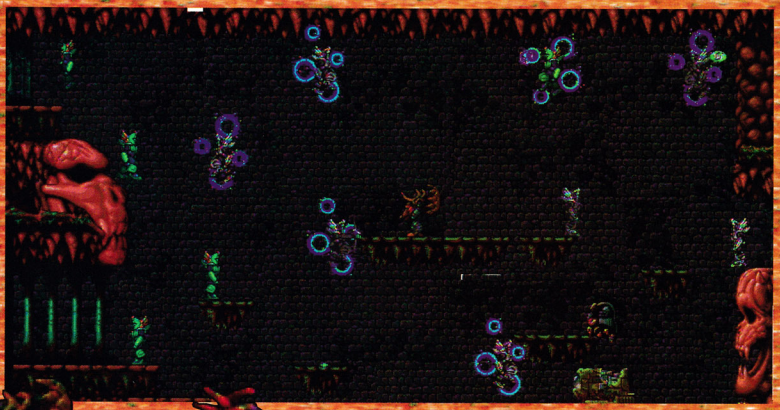
グランゾート GRANZÖRT

Welcome to a very special Graveyard, as we bid farewell to an awesome system that, very unfortunately, never got the support it deserved ... the Super Grafx. I still think to this day that if this system would have been released here with the Super CD add on, NEC would be right in the hunt. But, for some strange (very strange) reason, it got put on the back burner and was recently deemed extinct. During its short run, we saw six games: Battle Ace, Granzört, great versions of Capcom's Ghouls & Ghosts and 1941, Darius Plus, and Alldynes. Left on the programming table were Strider and Galaxy Force II. The Super Grafx had two 16 bit graphics chips (instead of the PC Engine's one), giving it the power (even with the 8 bit processor) to do some remarkably good games; two of which are pictured here, we'll get to the rest in future issues.

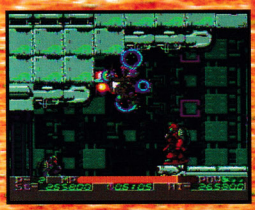
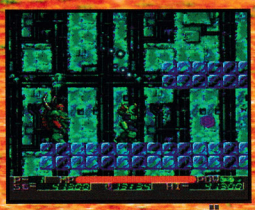




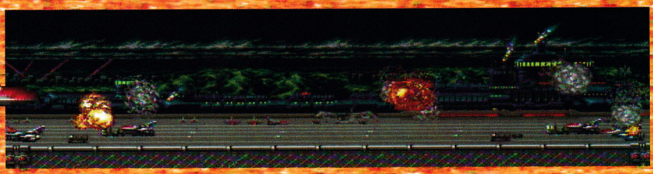




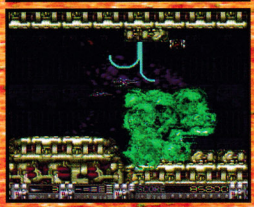
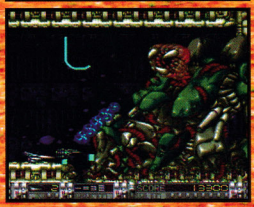
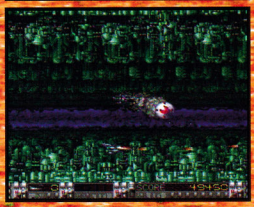
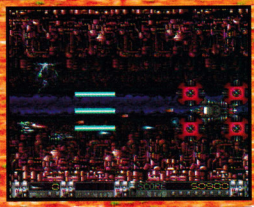
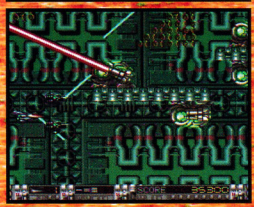
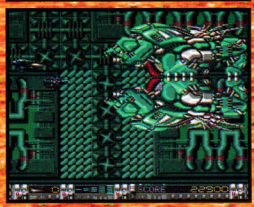
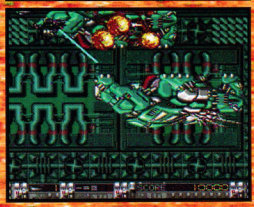
Still the best action game ever released on an NEC system, Granzört allows your cyborg to morph into three forms. Granzört featured multi-layered scrolling, great color and detail, and a great challenge. It is still one of my favorite games.

WILL WE SEE GRANZÖRT ON ANY OTHER SYSTEM?



Alldynes to this day rivals any 16 bit shooter on the market with awesome spinning power ups, lots of scrolling, huge non-flickering mechanized bosses, lots of long levels, and an attention to detail seldom found in side scroll shooters even now. If they're smart, they'll release it on the Duo so everyone can experience it, and while they're at it, they can give us Granzört too! ... You never know. See you next month in the Graveyard.

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THAT'S ATARI MUSIC
THAT'S ATARI MUSIC 2

SNK
FATAL FURY/LAST RESORT
THE SUPER SPY/NINJA COMBAT
ALPHA MISSION 2
KING OF MONSTERS
CROSSED SWORDS/SEN-GOKU
ART OF FIGHTING

JALECO
EDF
SAINT DRAGON
ROD LAND

SEGA
OUT RUN
AFTER BURNER
GALAXY FORCE
CRACKDOWN/GAIN GROUND
COLUMNS/COLUMNS 2
SST BAND LIVE
SUPER SONIC TEAM/SST BAND
HYPER DRIVE SST BAND
POWER DRIFT AND HYPER DRIVE
MEGA SELECTION SST BAND
MEGA SELECTION 2 SST BAND
FORMULA SST BAND
BLIND SPOT SST BAND

TAITO
NINJA WARRIORS ZUNTATA
S.C.I. (CHASE HQ PT. 2)
ON THE BALL/CRAZY CHASE
CYBERION ZUNTATA
SPACE GUN/MIZUBAKU
ZUNTATA LIVE
TAITO DJ STATION
DARIUS II ZUNTATA
GAWAI/GUN FRONTIER

TECHMO
NINJA GAIDEN
STORM FIGHTER

TECHNOS JAPAN
DOUBLE DRAGON I & 3

DATA EAST
VAPOR TRAIL
TWO CRIDE DUDES/MIDNIGHT RESISTANCE
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RAIDEN TRIAD

TOPLAN
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VOLUME 2 (1990)
VOLUME 3 (1991)

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MARVEL LAND

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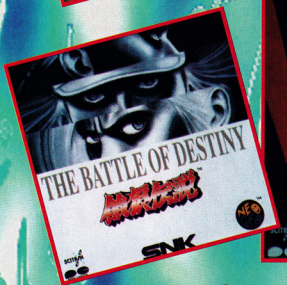
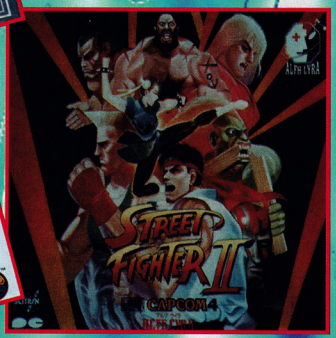
VIDEO TAPES
A-TYPE
GHOULS & GHOSTS
STREET FIGHTER
STREET FIGHTER II
STREET FIGHTER/OUTSIDE FIGHT
STREET FIGHTER II CHAMPION EDITION (COMMERCIALS INCLUDED)
LIFE FORCE
R-TYPE
THUNDER CROSS 2
GARDIUS II
CASTLEVANIA/HUNTED CASTLE
AFTER BURNER II/GALAXY FORCE 2
POWER DRIFT
OUTRUN
SUPER MONACO GP
SST BAND LIVE IN CONCERT
TETRIS
RAINBOW ISLAND
NINJA WARRIORS
DARIUS 2
CHASE HQ
WINNING RUN
GAME MUSIC FESTIVAL 1990
TUBIN COBRA
GALS ISLAND





For questions and inquiries call: (818) 774-2012

OTHER STUFF

If you don't read anything else

READ THIS!

We have so much to tell you this month, I don't know where to start. How about some CD news? Check this out:

The new Panasonic 32 bit system known as the 3DO or SMSG may change the shape of gaming as we know it. The system can do prefect texture mapped polygons, has unlimited sprite capability, can display 32,000 colors per sprite, and can display 16,800,000 colors simultaneously. It can also scale, rotate, distort, and flip an object, runs at 2 times the speed of normal CD systems, has 2 megabytes of video buffer RAM, and has 3D sound. This new system uses an ARM chip (a 32bit RISC processor running at 25megahertz), and also has two additional custom chips just to handle sprites. Now let me tell you what all this means. Imagine 750 Ryu's on one screen scaling in and out at will! This monster can do it! Look for this system to debut at the January CES (where we will be standing filming it to show you in the next issue). This new system should retail at around $700 with games coming in at $50 to $100. So far Electronic Arts and Lucas Arts have been signed, although most every major 3rd party company has shown an interest. Games announced so far are John Madden '94 (in which you control what looks like a real football game), and Jurassic Park (Lucas Arts is on location filming for the game!). We'll bring you all the sights and sounds of this next month ...

In other news...

Sony is making SNK's CD for the NEO GEO, yes it's true and it's official. As far as the Nintendo CD is concerned, the newest news is that it will use Phillips 32bit RISC (Reduced Instruction Set Computing) processor (which is capable of doing games similar to Virtual Racing and Galaxian 3) and will have an extra SFX chip. Although, it will most likely not be available until '94 ... *No worries.*

Nintendo will keep us on the cutting edge with incredible games using the SFX chip like Starfox with smooth polygon scaling found only in the arcades until now. Nintendo's second SFX game will be Super Hero Racing, a two player split screen racing game similar to F-Zero.

So what about Sega? Get this, Game arts new 3D fractal shooter Silpheed is rumored to be far superior to Nintendo's SFX game Starfox, not only rivaling but surpassing arcade games.

Also in the news overseas, the announcement of Street Fighter II Champion Edition for the Mega CD has been made official. Other new games announced for Mega CD are: Real fighters (Sega's answer to SF2, which uses the new 6 button controller, has tons of characters and great animation sequences), Thunder Force V by Technosoft (which will feature scaling and rotation, more levels, and a CD soundtrack.), Mortal Kombat, Escape From Camp Deadly from Acclaim, Ultimate Page Warrior (working title, a one on one fighting game with DC and Marvel comic characters), and Ninja Warriors from Taito.

For the PC Engine in Japan (our Turbo Grafx), Hudson has officially announces a 20 meg Fighting Street 2 this title should be available early next year.

As if that wasn't enough, here's just some of what we'll be bringing you next month:

For Sega CD: Chakan, Sonic CD, Golden Axe 3, Sherlock Holmes, Star Trek The Next Generation, Final Fight, Sports Pack CD (5 in 1), Young Indy, Ecco, Loony Tunes, Adventures of Dark Water, Shadow of the Beast, Heindale, Eternal Champions, and the Light Harp (A device which allows your body movements to manipulate on screen characters).

For Nintendo: The 8meg Super Empire Strikes Back, 12meg Total Carnage, 16meg Mortal Kombat, and of course Starfox. Plus many more!

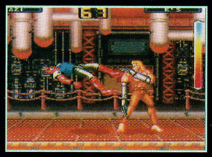
It looks like '93 is going to be a banner year in video games as our favorite pastime goes CD. There's one thing for sure, you can count on Game Fan to be right there when it happens. Wether in the U.S. or Japan, someone from Game Fan will always be there to bring you the latest FACTS each month in Other Stuff ...

Final Fight 2 by Capcom, for the Super Famicom will feature 2 player simultaneous play, all 3 characters, and all new levels.

Mega Man is making his way to the Super Famicom and SNES look for it around the first quarter of '93.

Sunsoft has announced that they will be bringing out the popular arcade/NEO GEO fighting game World Heroes for the SNES!

A 16meg version of Art of Fighting is in development for the Super Famicom with added levels not found in the arcade?



Jaleco's entry into the fighting game market Dead Dance will be 16meg and should be out in Japan in the first quarter of '93.

Konami's third shooter for the Super Famicom will be the popular (in Japan) Twin Bee. A two player simultaneous over head shooter that allows you to punch as well as shoot the enemy .

Contrary to what you may have heard elsewhere, our sources at Renovation have informed us that Time Gal will not be coming to America.

What you're looking at could very well be the best Genesis game so far ... Spot! Look for more next month.

Our ace international corespondent Kei Kuboki is in Japan for the Sega World show. Here's what he's found out so far:

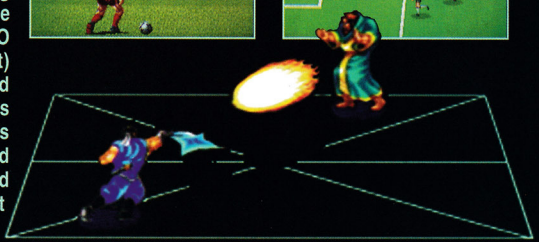
We were shown a new shooter (on cartridge) that features incredible scaling and line scrolls with an amazing 128 colors on screen! (double the amount the system is capable of) Kei tells us it looks better than anything he's seen, even on CD. We'll have photos next month! And for Mega CD Power Drift is coming out incredible. The programmers are taking their time but we guarantee you it'll be worth the wait. Other new Sega games (on cartridge) include: Snow Brothers, Deep Scanners, Beat Force, and Fantasy Star IV. New games announced for Mega CD include: Illusion City, Splatter house 3, and Rolling Thunder 3.

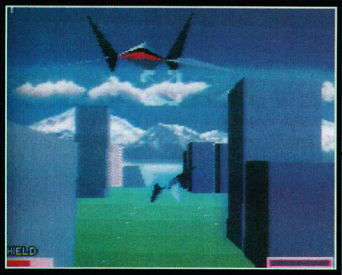
This information came in before Kei even attended the Sega World show. We'll be bringing you all this and even more (including a big announcement from Wolfteam) in our next issue ... *Don't miss it!*

Here's just a few of SNK's '93 lineup. We'll bring you the rest (and a full report of course) in our up coming CES issue.

The 100+Meg action RPG Crystalis will be out by this summer. scheduled for March is Super Side kicks by SNK. Also, look for Art of Fighting 2 Champion Edition, two Football games (one by SNK and one by Alpha Denshi), a new Basketball game by Alpha Denshi, and support from 12 third party companies for '93. One of the most exciting new games is World Heroes 2 which will be the first fighting game where you can link up two NEO GEO's for 4 on 2 fighting(see diagram on right) there are three planes of playing field and you will be able to throw fireballs into and across the screen, this game will be around 150meg and should be out by June. Stay tuned for more NEO GEO info in next month's other stuff...

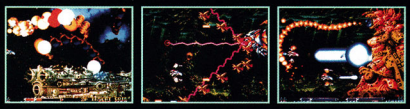
SUPER SIDE KICKS





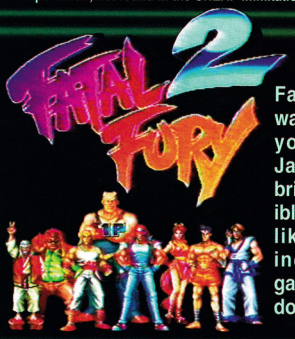
Here it is, the first SFX game for the SNES. Even though these screen shots are early, we get the message. The SNES can now scale polygons with ease. Our sources tell us this game plays like a dream. Look for more on this incredible Nintendo game in next month's issue.

Irem's R-Type Leo is out in arcades across Japan and you know what that means, it will most likely show up on the Super Famicom next year.

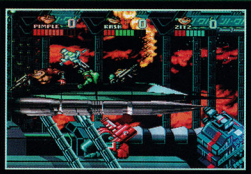


Check it out! One on one fighting hologram style. Brought to you by the masters at Sega. If you can get use to the delay time, this is one cool game

Coming this February to an arcade near you is Capcom's SFII' Turbo Hyper Edition. Why play the cheap copies? Save your money for the real thing. This version will feature new moves including Dhalsim's teleportation, not found in the CHEAP immitations. Wait, it's worth it!



The 100+meg Fatal Fury 2 is on it's way to the arcades and your living rooms in January '93. We got a brief look at this incredible sequel and it looks like we're in for one incredible fighting game. Have they finally done it?



Check out these awesome new shots of the battletoads coin-op game. Look for it at your neighborhood arcade sometime around the first quarter of '93.

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Radio Flyer
Valis IV
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Cool World
Sim Earth
Bebe's Kids
Tiny Toons
Harley's Adventure
Revenge of the Joker
Kawasaki Challenge
Uncharted Waters
Batman Returns
Dragon's Lair
King Arthur
Death Valley Rally
On the Ball
NHLPA Hockey
Tom & Jerry
Chester Cheetah
Super Strike Eagle
Gunforce
Spindizzy
Firepower 2000
Wing Commander
Cal Ripken
Pushover
GODS
Spiderman & X-Men
Pro Quarterback
Chuck Rock
Equinox
Super Star Wars
Super Goal
NBA Allstars
Cybernator
Out of this World
Super High Impact

Super Famicom

Elfaria
Elnard
Fatal Fury
Gunforce
SD Battle Soccer
Ranma 1/2 part 2
Exhaust Heat 2
Combatribes
Rushing Beat Ran
Final Fantasy V

Genesis

Tyrants
Dolphin
PGA 2
Breech
Chakan
Tailspin
Road Riot
Strider 2
Outlander
Flintstones
Lightning Force
Toxic Crusaders
Double Dragon III
Roger Clemens
T2 Judgement Day
Sorcer Kingdom
Power Monger
Chest Cheetah
Bio Hazzard Battle
Captain America
World of Illusion
Metal Fangs
Super Battletank
Super WWF
Shadow of the Beast2
Global Gladiators
Ali Boxing
Risky Woods
Lotus Turbo Chal.
Ind-Jones Lst. Crsd
Batman Returns
Road Rash II
EX-Mutants
Hit the Ice
Turtles
Sunset Riders
Humans

Mega Drive

G-Loc
GODS
Shinobi 2
Metal Fang
Majin Saga
Power Athlete
Junker's High

Game Gear

Double Dragon
Shinobi 2
Shining Force

Sega CD

Batman Returns
Montana NFL
Night Trap
Hook
Terminator
Wonderdog
Rise of the Dragon
Chuck Rock
Monkey Island
Willy Beamish
Wolfchild
Dungeon Master
Sewer Shark

Mega CD

Annette Again
Road Blasters
Final Fight
Afterburner 3
Time Gal
Nobunaga & His Ninja Force

Lynx

Dirty Larry
Steel Talons
Pit Fighter
Raiden
Rolling Thunder
Cabal
Dracula
Ninja Gaiden 3
Eye of the Beholder
Full Court Press

Turbo Grafx

Shock Man
Hit the Ice
Air Zonk
Dead Moon
Samurai Ghost
Soldier Blade

Turbo Duo

Forgotten Worlds
Shapeshifter
Prince of Persia
Camp California
Dragon Slayer
Loom
Shadow of the Beast

Duo Owners Check Out All The Great PC DUO Games! You Can Play 'Em!

PC Duo

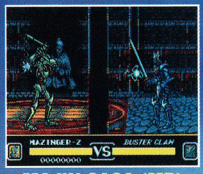
Ranma 1/2
Gain Ground
Snatcher
Cocoron
Image Fight 2
Gradius 2
Snow Brothers
Monster Maker
Super Darius 2
Dragon Slayer 2
Moto Rotor MC
Bonanza Brothers

Neo Geo

Art of Fighting
World Heroes
Viewpoint

#1 Neo Geo Dealer!

ROAD RUNNER (SNES)



MAJIN SAGA (MD)

GRADIUS 2 (PC-SCD)

GAIN GROUND (PC-SCD)

COTTON (PC-SCD)

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BATMAN RETURNS (SEGA CD)

TURTLES (GEN)

ANNETTE AGAIN (MEGA CD)

ART OF FIGHTING (NEO)

STREETS OF RAGE 2 (GEN)

THE POSTMEISTER

Hey you! I'm the Postmeister here to answer all your questions, no matter what you want to ask me, ask! I've got the answer! So write me a letter or i'll come to your house and steal your mail ... cuz I'm CrAzY!!

Dear Game Fan,

Your mag is totally awesome! It's about time somebody gave some quality space to SEGA, TURBO, and NEO GEO. And your reviewing is done great! It's like having a good friend tell you what's really good and what's not. My only question is, why isn't your mag thicker? I want MORE!

Don Hammonds
New Brunswick, N.J.

Postmeister:

Thank you for your complements, I'm glad that gamer's out there are noticing the hard work we put in. As for our thickness, since we are a new magazine, we don't yet have the advertising other magazines have (that's what makes them so thick), but I can assure you as we do run more advertisements, we will go up substantially in pages and continue to bring you as much on 2 pages as most give you on 6 (or more). Since we try to only cover the best, you can look forward to more 2 and 4 page spreads on the hottest games. Thanks for the letter Don.

Dear Game Fan,

Great mag! Love the screen shots! I feel you guys are the most progressive out there, so I have a few questions for you. (1) Is this Street Fighter 2 for Turbo Grafx a myth?? And (2) I have heard of big meg cards for TG16 (8-12 meg) but have yet to see them. What's the deal? Keep it up!

Sincerely,
Keith Daniels
Pasadena , CA.

Postmeister:

Dear Keith, as you'll read in this month's "Other Stuff", SF2 (or Fighting Street 2) has been officially announced for the PC Engine and Turbo, and will be a WHOPPING 20 meg card. As for any more high meg cards one is already out in Japan, Parodious (8 meg). Otherwise, none have been announced officially, although there are rumors of an 8 to 10 meg Strider. We are in constant contact with Hudson both in Japan and in America. So we'll keep you up to date on any further developments.

Dear Game Fan staff,

Game Fan is fantastic! It's about time a group of dedicated game enthusiasts put together a hard core mag that sticks to the issues concerning the general game playing public. We want pictures, release dates, honest reviews, originality, humour, and a few surprises to keep us guessing. You deliver on all counts. The best thing is that I'm sure you'll strive to improve issue after issue. I can't wait to see what is to be added to your already killer format.

Cord Smith
Durham, N.C.

Postmeister:

Thanks allot for the complements. I'm glad the fact that we're all game players is apparent in our approach, allot of thought goes into every issue. As for getting better and better, you will not believe sone of the surprises we have in store for our readers! In the month's to come look for more coverage on all the hottest games, along with some truly revolutionary features only Game Fan can deliver. Stay cool, and keep playing! I know I will (cuz i'm CrAzY!)

Dear G.F.

I was very impressed with your first issue, it is incredible. You gave pics and info on games where the big boys have only mentioned names. You all got me so over excited when you said that Acclaim is doing Mortal Kombat for the Sega Cd. Other things I would like to complement you on is that you are the only mag that treats the NEO GEO with respect. Also, I love the way you review games. It's better than the other mag's game review system. I now have a question. I saw in another mag a 32 bit system called the "Super Gun" from a company in Canada that uses the IC boards from the arcades. How about sone info and pics on this system? All I have to say now is "Good job on your first issue" and i'm sure in the month's to come you'll de thrown the big boys, and you will be hearing from me allot.
(now a loyal reader)

Kevon Manuel
Brooklyn, N.Y.

Postmeister:

Dear Kevon, It's nice to have another gamer on board as a faithful reader. Now let me tell you a little bit about this so called 32 bit system. The Super Gun is nothing more than a wiring harness, power supply, and a RGB to composite converter, and since most arcade games are 16 bit anyway, there's no way this is a 32 bit system. Not only that, but the ones that i've seen are cheaply built and only work with JAMMA boards (if they work at all). So be careful, and try to stick with the big names. With today's new systems, future games may surpass the arcades!

Remember, the Postmeister loves hearing from all you gamer's out there. We've got him locked up in a room out back, so that's all he has to do! So keep them coming, we don't want him to get bored and escape! Cuz he's CrAzY!

see ya' next month!

THE POSTMEISTER

All background graphics except The Postmeister are property of CORE Design, LTD.

THE SCHEDULE

GENESIS

DEC.

Amazing Tennis	Spt.	Absolute
Superman	Act.	Sunsoft
Madden '93 Champion	Spt.	E.A.
Risky Woods	Act.	E.A.
Little Mermaid	Act.	Sega
Outlander	Act./Drv.	Mindscape
Tecmo Soccer	Spt.	Atlus
Indiana Jones Last Crusade	Act.	U.S. Gold
Leaderboard Golf	Spt.	U.S. Gold
Tailspin	Act.	Sega
World of Illusion	Act.	Sega
Cal Ripkin	Spt.	Mindscape
Terminator 2	Act.	Flying Edge
Streets of Rage 2	Act.	Sega
Sunset Riders	Act.	Konami
Lightning Force	Str.	Sega
Micro Machines	Drv.	Camerica
Lotus Turbo Challenge	Drv.	E.A.
Road Riot	Drv.	Tengen
Pro Quarterback	Spt.	Tradewest
Ecco	Rpg./Act.	Sega
Andre Agassi	Spt.	T.B.A.
Road Rash 2	Drv./Act.	E.A.
Deadly Moves	Ftg.	Flying Edge
Hit The Ice	Spt./Act.	Taito
Chakan	Act.	Sega
Double Dragon 3	Act.	Flying Edge
Roger Clemens	Spt.	Flying Edge
George Foreman	Fgt.	Flying Edge
American Gladiators	Act.	Gametek
Ex Mutnts	Act.	Sega

JAN.

Humans	Pzl.	Gametek
Jeapordy	Ent.	Gametek
Ali Boxing	Fgt.	Virgin
Sorcerer Kingdom	Rpg..	E.A.
Power Monger	Stg.	E.A.
Rollo to the Rescue	Act.	E.A.
Tyrants	Stg.	Virgin
Batman Rev of Joker	Act.	Sunsoft
Pga Golf 2	Spt.	E.A.
James Bond 007	Act.	Tengen
Paperboy 2	Act.	Tengen
Sylvester & Tweety	Act.	Sega
Breach	Stg.	Trecco

SEGA CD

DEC.

Kriss Kross	Ent.	Sony
Wolfchild	Act.	JVC
Monkey Island	Rpg..	JVC
Jaguar XJ2000	Drv.	JVC
Dungeon Master	Rpg..	JVC
C&C Music Fatory	Ent.	Sony
Batman Returns	Act.	Sega
INXS	Ent.	Sega

JAN.

Willy Beamish	Rpg../Adv.	Sierra
Joe Montana	Spt.	Sega
Rise of the Dragon	Rpg..	Sega

SUPER NES

DEC.

Firepower 2000	Str.	Sunsoft
Push Over	Pzl.	Ocean
Jeapordy	Ent.	Gametek
Chester Cheetah	Act.	Kaneko
Power Moves	Ftg.	Kaneko
NBA Allstars	Spt.	LJN
Pro Quarterback	Spt.	Tradewest
Cal Ripkin	Spt.	Mindscape
Gods	Act.	Mindscape
Equinox	Act./Adv.	Sony
Super Goal	Spt.	Jaleco
Gemfire	Stg.	Koei
Cybernator	Act./Str.	Konami
Super High Impact	Spt.	Acclaim
Pugsley's Scavenger Hunt	Act.	Ocean
Tom & Jerry	Act.	High Tech Expressions
Valis IV	Act.	Atlus
Spin Dizzy Worlds	Pzl.	ASCII
Rc Pro Am II	Drv.	Tradewest

JAN.

Super Metal Jack	Act.	Atlus
Harley's Humongus Adv.	Act.	E.A.
Carmen Sandiego Time	Edu.	E.A.
Carmen Sandiego World	Edu.	E.A.
Letal Weapon 3	Act.	Ocean
Kawasaki Challenge	Drv.	Gametek
Uncharted Waters	Rpg..	Koei
Sim Earth	Stg.	Fci
Bebe's Kids	Act.	Amr
Batman Returns	Ftg.	Konami
Tiny Toons	Act.	Konami
Dungeon Master	Rpg..	JVC
Aero Biz	Stg.	Koei

NEO GEO

DEC./JAN.

Viewpoint	Str.	Am Sammy
Sengoku 2	Fgt.	SNK

TURBO GRAFX

DEC./JAN.

Loom (SCD)	Rpg..	TTI
Forgotten Worlds (SCD)	Str.	Nec
Prince Of Persia (SCD)	Act.	Hudson
Hit The Ice	Spt.	Taito
Chase HQ	Drv.	TTI
Summer Assault	Str.	TTI
Time Cruise	Ent.	TTI
Samurai Ghost	Act.	TTI
Shock Man	Act.	TTI
Dragon Slayer (SCD)	Act.	TTI
Shadow of the Beast (SCD)	Act.	TTI

LYNX

DEC.

Vindicators	Str.	Atari
Rolling Thunder	Act.	Atari
Cabal	Act./Str.	Atari
Pit Fighter	Fgt.	Atari
Raiden	Str.	Atari
Double Dragon	Fgt.	Telegames
Lemmings	Pzl.	Atari
Jimmy Connor's	Spt.	Atari
Dracula	Rpg..	Atari
Battle Zone 2000	Act.	Atari
Dino Olympics	Spt.	Atari
Ninja Nerd	Act.	Atari
Ninja Gaiden 3	Act.	Atari
Asteroids/ Missile Command	Str.	Atari

GAME GEAR

DEC.

Humans	Pzl.	Gametek
Terminator	Act.	Virgin
Alien 3	Act.	Arena
Wheel of Fortune	Ent	Gametek
Streets of Rage	Act.	Sega
The Majors Pro BB	Spt.	Sega
Home Alone	Act.	Sega
Def of the Oasis	Rpg..	Sega
Chakan	Act.	Sega
Double Dragon	Act.	Virgin
David Robinson	Spt.	Sega
Tailspin	Act.	Sega
Prince of Persia	Act.	Tengen

Act.	Action	Pzl.	Puzzle
Str.	Shooter	Sim.	Simulation
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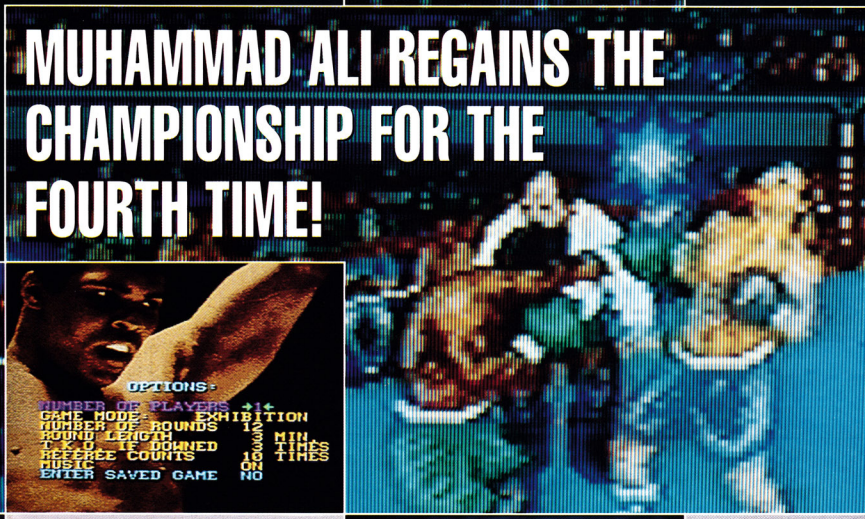

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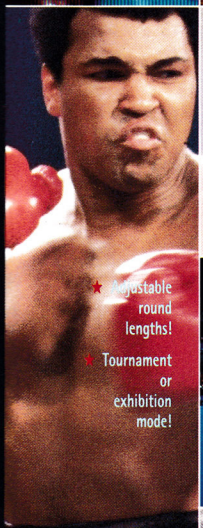

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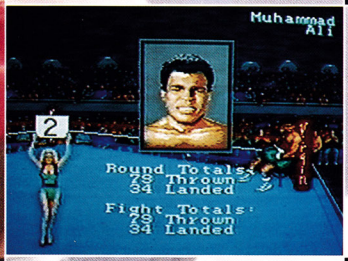

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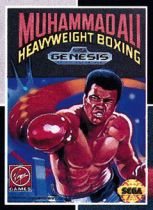

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